

PRIMA'S OFFICIAL STRATEGY GUIDE



MEN IN BLACK II

ALIEN ESCAPE

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STRATEGIES



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MEN IN BLACK II

ALIEN ESCAPE

Zach Meston

Prima Games

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INTRODUCTION



Men in Black II: Alien Escape, designed and programmed by a venerable Australian game-development studio known as Melbourne House, is loosely based on the blockbuster movie sequel. *Men in Black II: Alien Escape*—or *MIB2*, as we will call it for the remainder of this guide, thus saving ourselves 34,817 keystrokes—tells the heartwarming story of Agent Jay and Agent Kay, two men whose lot in life is to capture and/or terminate xenofugitives from numerous locations in and around New York City. You'll laugh, you'll cry, you'll kiss hordes of alien scum good-bye.



As *MIB2* begins, the year is 1972. An enormous prison spaceship, filled with the galaxy's most dangerous criminals, collides with an asteroid and seemingly plunges into the Sun—but it turns out that the V.S.S. Maximus Securitus survived the collision, and sank into a deep-ocean trench on Earth. By the time the ship is found, in the year 2002, the troublemaking aliens have dispersed throughout New York to wreak criminal mischief of the extra-terrestrial kind. Agents Jay and Kay are thus assigned to lay down the intergalactic law and round up the escapees.



MIB2 features what people in the videogame industry like to call “shoot’em-up gameplay.” In each of the game’s five levels, you take control of Agent Jay or Agent Kay and blast through waves of alien attackers with five different weapons, each of which has six levels of power. (Jay and Kay each have one exclusive weapon, while the other three are used by both.) At the end of each level is an especially challenging enemy, traditionally called a “boss.” Beat the boss at the end of levels one through four and you move on to the next level; beat the boss at the end of the fifth level and you’ve won the game.

MIB2 is obviously meant for casual gamers as opposed to “hardcore” gamers, so we’ve written this guide accordingly. The bulk of the guide is devoted to no-nonsense, step-by-step walkthroughs of all five levels, filled with screenshots to show and tell you what you need to do, and lightly sprinkled with dumb jokes that reflect the irreverent spirit of the film. The humor doesn’t get in the way of the walkthroughs, of course; it’s just there to add some levity and make you chuckle (or groan). We’ve also included information on *MIB2*’s control system, option menus, weapons, training sessions, hidden secrets, and, of course, the oodles of aliens you’ll encounter on your journey through the game. This guide is, put simply, the ultimate source of information on *Men in Black II: Alien Escape*!



CONTROLS

There are five control configurations in *MIB2*; you start with Setup A, but can choose any one of the four alternatives if you so desire. Here's a rundown of the controls via Setup A:



L1	Strafe L
L2	No Use
R1	Strafe R
R2	Xeno Bomb
SELECT	No Use
START	Pause
▲	Switch Weapon
●	Turn Around
X	Fire
■	Roll
D-Pad	Movement Direction
Left Analog Stick	Movement Direction

TIP

You will be doing a lot of shooting in *MIB2*. In fact, according to our completely unscientific study, if you play through the game from start to finish, you'll press the Fire button approximately eight bajillion times. For this reason, you might want to consider investing in a controller with a "rapid-fire" feature, if only to prevent yourself from developing an unattractive thumb callous.

Strafing

Strafing is the most important maneuver in the game, and you will never finish *MIB2* until you master it. For real. I'm like so not kidding. Strafing allows you to shoot forward while shuffling left or right, an essential tactic for dodging enemy fire. Learning to strafe in conjunction with the D-Pad or Left Stick is even more important, because doing so allows you to continually adjust your aim and keep your enemies in your sights. Go through the training missions and keep practicing.



Turn Around



The Turn Around maneuver is useful when a wave of aliens has materialized behind you; press the ● button and you do an instant 180. Of course, it's safer and smarter to stay away from aliens that appear behind you, but hey.

Roll



The Roll maneuver isn't needed often, and it's not always a Roll, either. If you press ■ and the direction you're facing, you roll; if you press ■ and opposite the direction you're facing, you do a backward flip. The flip is useful for quickly avoiding certain attacks...including those of bosses.

OPTION MENUS

MISSIONS

This option allows you to select Agent Jay or Agent Kay and jump to the start of any level you've previously reached. If it's your first time playing the game, or if you haven't beaten Level 1 yet (ouch),

you can only select Level 1. Agent Jay is slightly faster than Agent Kay, but Agent Kay starts with two Pistols instead of one (although that doesn't *really* matter, since Agent Jay can fire at the same rate as Agent Kay). The dialogue of the cut-scenes in each level is also different, depending on which Agent you've selected, so it's worth playing through the game twice—once with Jay, and again with Kay.



CST



Short for *Combat Skills Training*, this detailed practice mode allows you to select Agent Jay or Kay, then select one of four weapons, and take on six waves (or one giant wave) of computer-generated aliens—but you have a single life and no health power-ups. You can't tackle CST until you've completed at least Level 1 of the Missions. Completing each CST mission unlocks several **Making Of...** sketches in the **Classified** option, but more on that in the pages to follow.

OPTIONS

Load/Save

This option allows you to load or delete an *MIB2* save game on a Memory Card in Slot 1 or Slot 2. You can't save via this option because the game automatically saves after you've accomplished something save-worthy (completing a level, finishing a CST session). You *can* save while playing the game by pausing and going into the Options menu, but if you reload that save, you *don't* start from wherever it was in the level you saved. Nice try, though.



Game Options



This option allows you to select the **Difficulty** to Normal or Hard, and to turn the **Vibration** On or Off. Setting the Difficulty to Hard, as you may expect, makes *MIB2* harder, though not overwhelmingly so. The only real difference is that the monsters do slightly more damage when they hit; the attack waves don't change formations, more aliens don't appear in each attack wave, etc. As for turning off the Vibration—hey, whatever floats your boat, man. Us, we *enjoy* a little hand-buzzing.

Audio



This option allows you to toggle between **Stereo** and **Mono** sound, and adjust the relative volume levels of the **SFX**, **Voice**, and **Music**.

Screen Position



This option allows you to adjust the screen position if your boob tube isn't displaying the full glory of *MIB2*.

High Scores



MIB2 keeps track of the ten best scores in each of the game's five levels and each of the six CST scenarios. The high-score tables also keep track of whether the score was accomplished with Agent Jay or Agent Kay.

Controls

Previously described in this very book, we won't repeat ourselves here.

CLASSIFIED

Boss Mode



Once you've beaten an end-of-level boss, the **Boss Mode** allows you to tackle the bad guy all over again—but this time, with only a Level 1 Pistol to protect you. Challenging? Oh, yeah.

Agent Data



Once you've beaten the game, you unlock both profiles in this option. Fun reading!

Alien Data



There are 29 alien profiles in this section, but only the first (Manitoba) is unlocked at the start of the game; the others are unlocked as you play through the Missions. Look for complete descriptions in the Alien Data chapter.

Making Of...



There are 35 concept-art sketches in this section, unlocked as you complete the CST levels with each Agent.

PERSONNEL



This is a list of all the fine men and women responsible for the creation of *MIB2: Alien Escape*. Feel free to continuously applaud as the list scrolls past.



WEAPONS

BASIC TIPS



You start each level with a Level 1 Bolt weapon, and you boost the Bolt's power by grabbing weapon power-ups placed within a level or dropped by enemies. If you grab a power-up for a weapon you don't

already have, you add that weapon to your arsenal. Each type of weapon power-up has a specific color: blue for Bolt, green for Homing, etc.



Each weapon has six power levels. When you're shot by an enemy, one or more power-ups are literally blasted out of you. Grab them quick, before they disappear. The stronger the enemy, the more power-ups

you lose, as you'll discover the first time you're shot by a Chubboe. Ouch. The most power-ups you can drop at once is four—so if you have a weapon at Level 6, and you're shot by the Chubboe, you can only recover up to Level 5.



The CST missions demonstrate the effectiveness of each weapon against certain types of aliens, but you can use any weapon to kill any alien, and you can use a single weapon to play through the

entire game if you so desire; it's just more challenging if, for example, you try to do it with the Spread instead of the Bolt.



Learn to strafe while shooting, as it's an essential tactic for making it through the game. Shooting while strafing slows you down somewhat, so stop shooting if you want to strafe more quickly (and dodge a laser-beam, for example).

BOLT (J2 BLASTER)



Solid and reliable, with a high rate of fire, the J2 lacks the specialized capabilities of more advanced alien weapon tech, but is a capable all-around weapon.

So solid and reliable is the Blaster, in fact, that you could play through the entire game with it, although it has a somewhat narrow beam and requires (gasp) some aiming skill on your part. Use the Bolt when you're trying to tag enemies from long range, or in narrow passageways. Both Agents can use this weapon.

SPREAD (XD9 "LAZY WEASEL")



This scattergun's effectiveness at close to mid-range is offset by relatively slow reloading and projectile decay at longer distances. We rarely used this weapon, simply because of that short-range limitation; the Weasel is only useful in the rare situations where you're surrounded by a large group of enemies in close quarters. It's always better to kill enemies from afar as opposed to engaging them at close-range, which is all the Spread is good for. If you want a decided challenge, set the Difficulty to Hard and use the Spread throughout the entire game. Good luck! Only Agent Kay can use this weapon.

CHARGE (DRG FUSION CANNON)



With variable-shot strength and multi-target homing capability, this weapon requires extended charging to unleash its full potential. Unfortunately, it takes several seconds to achieve a full charge, which gives your enemies plenty of time to shoot at you. It's usually just as easy, and much faster, to shoot your enemies with another weapon instead of waiting for the charge. It's also an entirely useless weapon against bosses. Still, if you enjoy the very satisfying sensation of locking onto a group of enemies and nuking them with a single blast, the Charge is for you. Both Agents can use this weapon (which isn't a weapon, but an effect; you can lock-on and charge up with any weapon in your inventory, and the strength of the charge shots is the same as the strength of the weapon you're using).

AREA EFFECT (IONHAMMER)



A wide blast radius makes this weapon extremely effective, however slow detonation times can be a liability against fast-moving targets.

The projectiles of the Area Effect also have a wonderful trait in that they *bounce*, allowing you to shoot them off walls and around corners to blast your enemies. The Area Effect is indeed a slow weapon, but it comes in very handy in a lot of otherwise tricky situations. Only Agent J can use this weapon.

PLASMA (PLASMA TORCH)



Flexible and powerful, this weapon is deadly against multiple targets, especially when the action gets up close and personal, but is ineffective

at longer ranges. As with the Spread weapon, the Plasma's short range makes it useful only in very rare situations, but the Plasma has a cool bonus: When you hit an enemy with it, the enemy will slowly burn, and usually explode. So you could, for example, dart around a corner, douse an enemy with Plasma, move back into hiding, and wait for the burning foe to blow up. This doesn't work with all enemies, of course, nor is it a recommended strategy; it's just fun. Only Agent Kay can use this weapon.

HOMING (HB III GLOBULATOR)



"Homing capability makes this the weapon of choice against flying and evasive foes, but the trade-off is effectiveness in terms of shot power and reliability." So says the game, anyway, but the truth is that this is easily the best weapon in the game. I mean, c'mon! You just hammer the fire button and watch the aliens go boom! Flying, grounded, fast, or slow, the Globulator kills them all with equal brutality. The only situation in which it's not ultra-effective: Narrow

corridors in which the bullets can't spread out and track their targets. Only Agent Kay can use this weapon

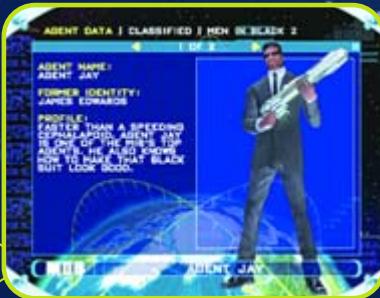
XENO BOMB

You start each level with one of these wonderful items in your possession, and can find a few more as you go. Any alien caught in the blast either explodes instantly or is weakened to the point where one or two weapon shots will finish him off.



AGENT DATA

AGENT JAY



FORMER IDENTITY:
James Edwards



PROFILE:

Faster than a speeding cephalopod, Agent Jay is one of the MIB's top agents. He also knows how to make that black suit look good.

AGENT KAY



FORMER IDENTITY:
Kevin Brown



PROFILE:

Wise, world-weary and ultra-alienated, Agent Kay has cornered the market on existential angst. Bugs check into his memory: unfortunately, they don't check out again.

ALIEN DATA

MANITOBA



PROFILE:

Generally a friendly race, some Manitoba can be quite self-centered, and will not hesitate to abandon any situation they think is a hopeless case. Their twin addictions to caffeine and nicotine can make them somewhat irritable and unpredictable when either substance is in short supply.

TIPS:

Manitobas are the only friendly aliens in the game, and there's at least one of them in every stage of every level. The more Manitobas you collect in a level, the more bonus points you receive at the end of that level. You're not required to collect Manitobas, and in fact, you can blast 'em into pudding if you so desire. Manitobas tend to run around when they're in danger, so you won't always find them in the same locations when you play through a level.

AKA: Worm Guys



RED RAKOSS**PROFILE:**

In every galaxy, there are always those who are destined to be first out of the trenches and over the kill, first to charge straight into the waiting machine-guns, with little regard for their own safety. Whether they like it or not, the Rakoss are among those beings.

**AKA: Cannon Fodder****TIPS:**

You'll really only see Reds in the game's first level, because they're so dumb and so easily killed that they can't be used in the more difficult levels. To give them credit, they move briskly, and they're not terrible shots—but they're most definitely cannon fodder. Reds almost invariably fight alongside more powerful aliens.

**PERENGOR****PROFILE:**

Slow-moving but packing a wallop, your average Perengor would much rather be chowing down on something tasty at "Ghraala's Kitchen" (motto: "Squonta just like Mom used to hatch it!") than fighting. Nonetheless, many have made their way to Earth, where they usually find work as mercenaries or inflatable pool toys.

**AKA: Chubboes****TIPS:**

Chubboes appear at the start of Level 1 and keep appearing regularly through the game, because they're mean mofos. Stay far away from a Chubboe in your path and, when its force-field goes down, shoot it hard and fast. The no-nonsense Bolt is usually best in this regard. If you're hit by a Chubboe blast, your weapon automatically loses one level of power (and possibly more, if you don't grab the power-ups that spill out of you).

**BLUE OTASI****PROFILE:**

Loud noises are fun. Explosions are fun. Otasi like fun. Give them highly-volatile chemical bombs and tell them to shake them until they explode and they will. And why not? It's fun. When not spontaneously combusting, Otasi prefer to work with small children and animals.

**AKA: Bomberboyz****TIPS:**

Unlike the hostile Red Otasi (which run and even leap at you in their attempts to make you go boom), the Blue Otasi, which usually tumble out of teleporters to attack you, are fairly laid-back buggers. Just make sure you shoot them from long range so as to avoid being caught in their death-explosions.



KELORTIAN**AKA: Flyboys****PROFILE:**

Upstanding galactic citizens on their own world, Kelortians are considered criminals on Earth. This is mainly due to what they refer to as their "harmless little pranks," often involving human abduction, time-distortion without appropriate permits, and freestyle cattle mutilation.

**TIPS:**

Flyboys are not only frickin' fast, but like to nuke you via high-speed bombing runs. Agent Kay can easily take them out with the Homing weapon, but Agent Jay is pretty much outta luck; he can get close and shoot them down with Spread, or stay at long range and pick away with Bolt.

**EASYKLEEN V2.0****AKA: Skutters****PROFILE:**

Originally designed as a self-modifying, self-replicating cleaning droid capable of reaching those difficult-to-get-at corners, the surprise uprising of the entire second series of Easykleens (and subsequent massive life insurance payouts) bankrupted the Dorbazz Home Automaton Corporation.

**TIPS:**

Unless I'm having a memory lapse, you only see the Easykleens during the Level 1 boss battle, and they're really not very dangerous, tending to move in random directions as opposed to coming straight at you. Shoot 'em up.

**SARODIAN****AKA: Grokk Dubois****PROFILE:**

Need a Brkillian S-12 Launcher? How about a 15mm Synat Enhancer? No uprising is complete without a Tentronic Multivest (in demin & Vrentec green). Grokk's Discount Emporium accepts all Interlac cards and Galacpos facilities are available. No credit as refusal may result in disintegration.

TIPS:

See the end of the Level 1 walkthrough.



WAHGOHLIAN**AKA: Dog Poop Guy****PROFILE:**

Despite appearances, Wahgoliens are amongst the most fragrant, sweet-smelling creatures in the universe. Unfortunately, since they are also intensely hostile and violent to all other beings, few of those to have appreciated their subtle aroma live to tell the tale.

**TIPS:**

Dog Poop Guys are really just slightly stronger versions of the Red Rakoss, and just as cannon-fodder. They shoot more accurately than Rakosses, and usually in volleys of three laser-bullets at a time.

**X-1183 SECURITY DROID****AKA: Death Spheres****PROFILE:**

Banned by the Phressian Galactic Charter after it was discovered the X-1183s had a habit of terminating "micro-chip free" lifeforms. Sale of the X-1183 was also prohibited by the Arkansas legislature who mistook them for black party balloons. Agents should approach all balloons with caution.

**TIPS:**

Spheres have powerful force-fields, but their single-shot lasers are fairly weak (if accurate). They don't move as quickly as the Flyboys, either, so they're about the most harmless aerial enemy you can encounter.

BRAINOID**AKA: Brain in a Jar****PROFILE:**

Often thought to be super-smart, Brainoids exhibit only average intelligence (above real estate agents, but below professional lacrosse players). Constant demands to invent time-travel devices and solve cryptic crosswords have pushed the Brainoids over the edge, turning them into a race of psychotic killers.

**TIPS:**

Brainoids are fast-moving and quick-shooting suckers, definitely not to be fought at close range. They're usually stationed in front of doors, a la Chubboes. Pick them off from long range whenever possible.



BOMBATISTA**AKA: Fraggers****PROFILE:**

These aliens are taught from birth to throw rocks, bottles, and tantrums. Their motto is "Sticks and stones break bones." Bombatistas are frequently found at soccer riots, skimming stones across ponds, and winning giant stuffed animals at the fair.

**TIPS:**

Fragger's grenades are very hurtful, but they usually don't explode for several seconds after landing near you, giving you time to run away and avoid the blasts. Fraggers can't hurt you at close range, so you might want to get right in a Fragger's face and watch him throw grenades at himself.

**FONARII****AKA: Glignar Fonarii****PROFILE:**

Glignar is leader of this group of space mercenaries. The Fonarii were imprisoned after a botched assassination attempt on Rexus IV that resulted in the death of the matriarch's pet Lullwars and minor damage to her wading pool.

**TIPS:**

Refer to the end of the Level 2 walkthrough.

**FONARII****AKA: Ralph Fonarii****PROFILE:**

An obsession with eating and clumsiness are not the friends of elite mercenaries. Unfortunately, Ralph has both these qualities in spades. One could track the failure of the assignment on Rexus IV to the moment Ralph smeared Cheese Wiz over the sniper scope.

**TIPS:**

Check out the end of the Level 2 walkthrough.



FONARII**PROFILE:**

The youngest of the three Fonarii, Dénar is always seeking approval from his brothers. Following the incident on Rexus IV, Dénar is suffering from several Lullwar bites and a bruised spinalla after slipping in the matriarch's wading pool.

**AKA: Denar Fonarii****TIPS:**

Gaze if you will upon the end of the Level 2 walkthrough.

SKRAG**AKA: #?^&!\$% Pests****PROFILE:**

Interstellar rodents, Skrags have infested most galactic ports of call. Feeding in repressed anger, Skrags are most commonly found in close proximity to banks, post offices and subway stations. Skrags are best dealt with in a cheerful manner.

**TIPS:**

It's virtually impossible to shoot the Skrags until they've crawled to within a few inches of your feet, so you need to 1) time your shots, or 2) shoot like a crazy person. The Skrags leap at you when they get close, but they don't do much damage with a single bite; what generally hurts is that 20 of 'em attack you at once. Back up and circle constantly when Skrags are swarming at you.

BLUE ROTTERMITE**AKA: Flamers****PROFILE:**

Beneath the Blue Rottermite's hardened carapace lurks a fire-breathing monster that can incinerate an unsuspecting agent from a distance of five Chorizian parsecs. MIB recommends Blue Rottermites be dealt with a combination of fire-retardant foam and a pair of high-quality oven mitts.

**TIPS:**

Barring that, however, stay at a distance—if the Rottermite gets close, you're guaranteed to burn—and pick off the Flamer with any long-range weapon.

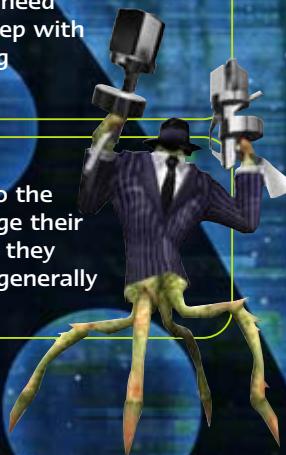


SOPRANA**AKA: Made Guys****PROFILE:**

Professional gangsters with unswerving loyalty, the Soprana are the ones to call if you need someone whacked, silenced, hit, blown away, pumped full of laser bolts, or "sent to sleep with the Goontarr." They are also renowned for their gruesomely inventive method of "filling someone with slugs."

**TIPS:**

The Soprana's laser-guns shoot very fast, to the point where it's virtually impossible to dodge their bullets unless you're already running when they fire. They also run around like bandits and generally make Level 3 very unpleasant for you.

**BLACK ROTTERMITE****AKA: Bad Dogs****PROFILE:**

G.S.P.C.C.A. (Galactic Society for the Prevention of Cruelty to Class C Aliens) warning: Rottermites are trained fighting canine-insect hybrids and do not make good family pets. Rottermites do not retrieve thrown objects but do exhibit digging behavior. To date, 811,998 owners have been retrieved from garden burrows.

**TIPS:**

Same for the Blacks as for the aforementioned Blues (and in fact, it's hard to tell the difference during the game, unless you try to get close to the Flamers instead of running away and shooting them as you should).

**NINLEV****AKA: Houseplants****PROFILE:**

Eco-terrorists from the Loam Nebula, the Ninlev have evolved to resemble the botanical brethren they're sworn to protect. Indistinguishable from common pot-plants, they make excellent security guards, requiring nothing more than occasional watering and to have their leaves wiped once a week with a damp cloth.

**TIPS:**

The frustrating thing about Ninlevs is that, even when you know they're about to attack, you can't actually shoot them until they pop out of their pots and start firing at you. Ah, well. At least they explode into piles of vegetable matter after absorbing just a few hits.



SENOTET**PROFILE:**

Senotet hail from Aquus V, where sharks evolved into the planet's dominant life form without losing any of their inherent irritability. A group of Senotet have traveled to Earth seeking to liberate the shark population from intrusive nature documentaries. Often seen at anger-management workshops.

**AKA: Hammerheads****TIPS:**

The Senotet attacks you twice during the course of Level 4, in which it's basically a "mid-level boss," with a life gauge and everything. Refer to Level 4 for further instructions on shark-attacking.

**DREPP****PROFILE:**

Combining the characteristics of a horde of mosquitoes with the kind of lethal weapons usually seen on a Vrranian gunship, the Drepp are a major combat force to be reckoned with, both on battlefields and popular picnic grounds throughout the universe.

**TIPS:**

Buzzbugs take a lot of punishment before dropping out of the air, and their weapons are indeed brutally powerful—but the good news is that they fire very slowly, and they're not very accurate. Keep moving when a Buzzbug is on the screen and you'll likely never be hit.

**CHARCARADONII****PROFILE:**

Feared as one of the most savage and generally unpleasant races in the universe, Shark Guys nonetheless consider themselves culturally superior, largely based upon a curious enthusiasm for big-budget musicals. Their biggest local success, "Sharks," is notable, if only for its high body count.

**AKA: Shark Guys****TIPS:**

While they don't chew your limbs off in a feeding frenzy, Shark Guys do tend to hurt you with their spear-shaped laser bolts. Stick and move, bob and weave—stay still for a moment and they'll getcha.

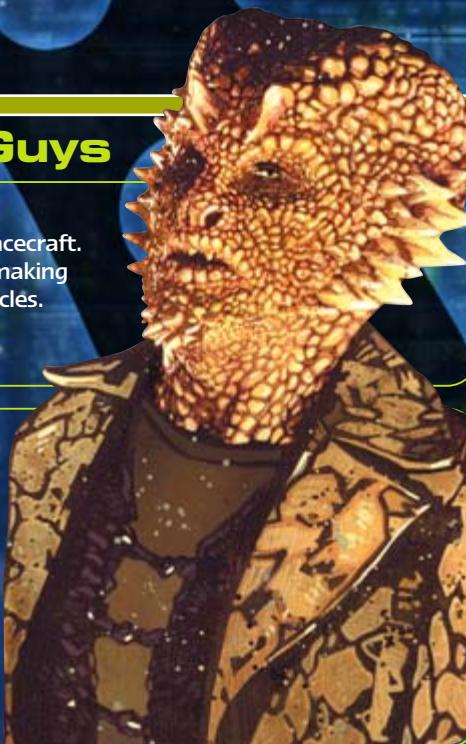


BRINTA**AKA: Cream Corn Guys****PROFILE:**

Space grifters, the Brinta travel the galaxy boosting and joyriding spacecraft. They sell grainy photographs of the stolen ships to Earth's tabloids, making those papers an essential reference for tracking missing galactic vehicles. Brinta are often found casing the Space Shuttle launch site at Cape Canaveral for likely rides.

**TIPS:**

We still have six monsters to go, so it's probably too early for me to write "Keep moving and shooting" over and over again...but what the heck. Keep moving and shooting.

**KREULITE****AKA: Jarra****PROFILE:**

Fugitive Alert: Escapee from one of Prizzone Corp.'s low-security moons. Last seen on a freighter destined for the Milky Way. Jarra is known to deal in most illicit substances: Drand spice, Markian leaves, and Earth ozone. Known associate of Grokk Dubois and Zarnak.

**TIPS:**

Flip ahead to the end of the Level 4 walkthrough, for that's where Jarra gets the full treatment.



SHNOOVA**AKA: The Kantina Krew****PROFILE:**

Party animals from the Ryxus Nebula, the Shnoova live to create the ultimate lethal cocktail, the Slippery Nubsal, which consists of radioactive waste and sump oil stirred with a spent nuclear fuel rod. Often found passed out in nightclub toilets.

**TIPS:**

Keep moving and shooting...no, wait. Shnoovas are more aggressive than most of the enemies in the game, which makes sense since they populate Level 5. They'll often charge forward to attack you if they don't have a clear shot at you. If you're playing as Jay, use the Area Effect to hit the Shnoovas around corners, preventing them from getting close enough to hurt you.

ENTHORAN**AKA: Hummingbirds****PROFILE:**

With a sugar-jones verging on psychotic, these are a common galactic pest. Swarms of Enthorans have been known to mount large-scale raids on manufacturers of both chocolate bars and kids' breakfast cereal, eliminating all opposition before carrying off their hyper-sweetened bounty.

**TIPS:**

Hummers shoot at you with giant green balls of mucous. At least, that's what it seems like. Gross, huh? To avoid getting caught in a shower of snot, strafe-shoot the Hummers.

**RED OTASI****AKA: Spikeboyz****PROFILE:**

If there's something more threatening than an Otasi carrying a highly unstable chemical bomb, it's probably two Otasi riding a Hryllian elephant-shark. But failing that, the next most dangerous thing is probably a Red Otasi carrying a highly unstable chemical bomb covered in shrapnel-spikes...

**TIPS:**

Red Otasi are faster and more damaging than Blue Otasi, but should be dealt with in the same way—shooting them as fast as humanly possible, before they get close enough to leap at you and embed spikes in your skull.



MULKORAN**PROFILE:**

Slow-moving creatures whose health is often greatly reduced by excessive consumption of cigarettes (eaten, rather than smoked), Mulkorans are nonetheless a dangerous proposition, particularly when hungry, tired or irritable; i.e. all of the time.

**TIPS:**

The one and only way to engage a Billybob without being clubbed into a pile of bloody chunks is to back up and shoot him as he lumbers toward you.

AKA: Billybobs**BLUE RAKOSS****AKA: Hard Men****PROFILE:**

The perfect embodiment of "small man syndrome," these feisty beings will happily fight anyone, regardless of size, race, creed, color, or chemical composition, at the slightest provocation.

**TIPS:**

They're harder to kill than their Red cousins, since they absorb more bullets and move a little faster, but they're not *that* bad. As with the Reds, they're usually seen in the company of stronger aliens.

ZARNAK**AKA: Would-Be Destroyer of Earth****TIPS:**

Refer to the end of Level 5 (which is very nearly the end of the book, so don't go too far or you'll go past the back cover and possibly drop the guide on your foot) for info on Zarnak and how to make him go away.

LEVEL 1: DOCKSIDE

STAGE 1

BRIEFING:



CLEAR THE DOCKS OF ALIEN SCUM; BRING GROKK IN FOR QUESTIONING.

NOTE

Blast Grokk's chair to make it spin for no particular reason, and blast the wooden crates for some impromptu toothpick creation. There's nothing hidden inside the crates, but the knowledge that you can destroy them is important later in the level.

Section 1 (Grokk's Office)

After your counterproductive meeting with Grokk, he splits the scene and leaves behind two **Red Rakosses** to scatter your atoms in a most aggressive manner. You start the level, as you start every level, with only a Level 1 Bolt weapon (J2 Blaster) in your possession. Blast the Reds WHILE STRAFING, which I've written in all caps because it's very important, and because I'm not going to remind you again—or else I'd have to write "while strafing" 3,213 more times over the course of this guide, driving both myself and my copyeditor clinically insane. Three successive waves of two Reds appear, but they're easy pickings. Don't grab the health power-up in the corner unless and until you need it.



The final attack wave in this section consists of three Red Rakosses and a **Blue Rakoss**, making his first in-game appearance—a thrilling moment, to be sure. Stay on the opposite side of the desk as you pick off the Reds and Blue. After all four baddies are blipped, the door to Section 2 (and the docks) slides open. Try picking off a few aliens before you leave the office and the door slams shut behind you.

Section 2



As you enter the docks, there are already several Reds waiting for you—and more critters soon appear, including the game's very first Mulkoran, aka **Billybob**. Walk backwards while shooting/strafing the slow and stubborn Billybob, who delights in bashing your brain. There are two health power-ups in this section: on the right side of this area, behind the pile of bricks, and on the left side, behind the blue freight container. Leave 'em both until you need 'em.

TIP

Your first weapon power-ups will be spawned by the office aliens, and you should always grab them quickly, because they disappear after a few moments. (The downside to picking off aliens from long range is that you're often unable to grab the power-ups they drop.)



Slowly make your way forward through the Reds until you reach the other side of Section 2, and your first-ever encounter with a Perengor, aka **Chubboe**. Remember that you can't blast the Chubboe when its force-field (FF) is up, and also remember that the Chubboe shoots at you when its FF is down. The Chubboe drops a health power-up when you smite him—and a wave of a half-dozen

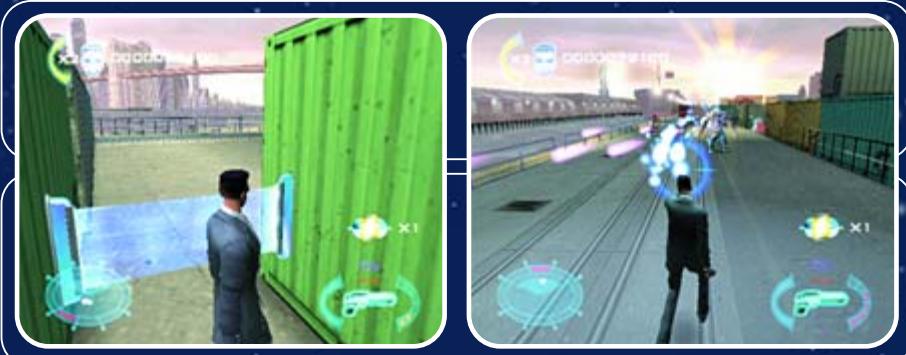
Reds and a Billybob appears to avenge his loss. Kill 'em all and the barrier to Section 3 literally explodes before your eyes (if you're looking at it, of course; otherwise, you'll just hear the boom).

Section 3 (Container Wall)

Turn left as you enter Section 3 to find your very first **Manitoba**. Touch him and he says "Awright!" in an endearing manner. There are also two Reds and a Chubboe as you enter the section. Blast 'em and proceed forward until two containers pop open and several Reds and Blues leap out to attack. Back up and take 'em out. Proceed past the opened container and snipe the Red atop the wall of containers. Another container pops open behind you, with Reds and a Billybob pouring out. You know what to do. Snipe more high-perched Reds, and the barrier on the left side of the container wall goes boom. Welcome to Section 4. (Blow up the oil drums near the wall for some explosive fun before you proceed.)



Section 4



As you enter Section 4, a blue laser barrier appears in the gap behind you, preventing you from backtracking. You'll see literally dozens of these barriers in levels to come, and while it's safe to touch

them, it's impossible to get past them. Stop living in the past, man! Join us in the now! But I digress. You have many Reds and several Billybobs to deal with in this rectangular and fairly wide-open area. Duck into the cul-de-sac near the laser barrier to find a health power-up, then pick off the first alien wave from afar—don't get close, because you don't have anything to hide behind. After a second wave near the entrance and a third wave of container-top snipers, the barrier to Section 5 blows.



Section 5



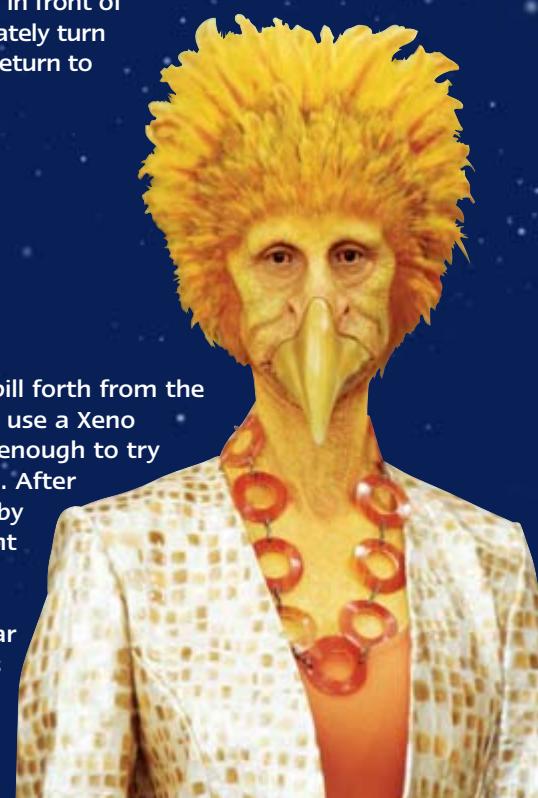
Turn right as you enter Section 5. You're attacked by a container-storming wave of Reds, and a couple of Billybobs and Chubboes. One of the Chubboes drops a health power-up when you waste him; there's also a weapon power-up stashed behind two containers placed against each other at a right angle. (Watch out for the wave of Reds that appears on the container wall behind you as you grab the power-up.) Head for the other side of the "maze" to encounter more Reds and a health-dropping Chubboe. Look inside a brown container on the right side of the maze for a health power-up, then proceed forward to a yellow office building with two Billybobs awaiting you nearby. Go into the brown container near the office to find a cigarette-puffing Manitoba. (We enjoy how his "Awright!" has a metallic echo inside the container.) Return to the office environs and blast the Billybobs, then walk past the office to find a health power-up

(behind a pile of crates) and two more Billybobs. Bump off the Bobs and a wave of Reds appears behind you. Shoot 'em up and the barrier to Section 6 (next to the pile of crates at one end of the chain-link fence) blows. Duck into the crate-clogged cul-de-sac past the office and blow the boxes to get at the health power-up, then return to the chain-link fence and blow up the crates blocking your path. Follow the path between two containers and a laser barrier appears behind you.

Section 6 (Billybob Alley)



This li'l section is very simple. As you run toward the passage into Section 7, a Billybob appears in front of you. Back up and blast him, then immediately turn around, back up, and zap a second Bob. Return to the passage and enter Section 7.



Section 7



As you enter Section 7, four Billybobs spill forth from the containers. This might be a fine time to use a Xeno Bomb, unless you're confident or crazy enough to try blasting the Bobs before they catch you. After the four Bobs are three Reds, followed by another Bob; for these waves, you might wanna scurry into a container for protection. After bumping off the final Bob, go through the container on the far left into Section 8. (The container slams shut after you run through it.)

Section 8

Walk forward until two Reds and a Blue appear atop the containers. Snipe them down and a huge group of Reds and Blues appears behind you, so be prepared for a brutal firefight. Run through the open container. As you enter this area, turn to the right and follow the path to a Manitoba. As you touch him, three Reds appear above you; kill this wave and three Reds and a Blue appear behind you. Not very sporting. Blast 'em up, return to the open container, and head down the left pathway into Section 9. A barrier appears behind you.



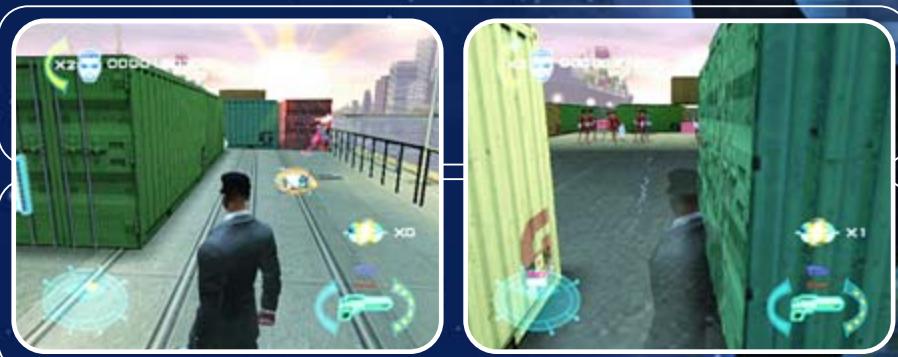
Section 9



There are three attack waves here: three Bobs in front, three Reds behind, and a Bob in front. Shoot through them all and march ahead, taking a health power-up and walking through the open container. Blast two more waves of Reds, then follow the path to Section 10.

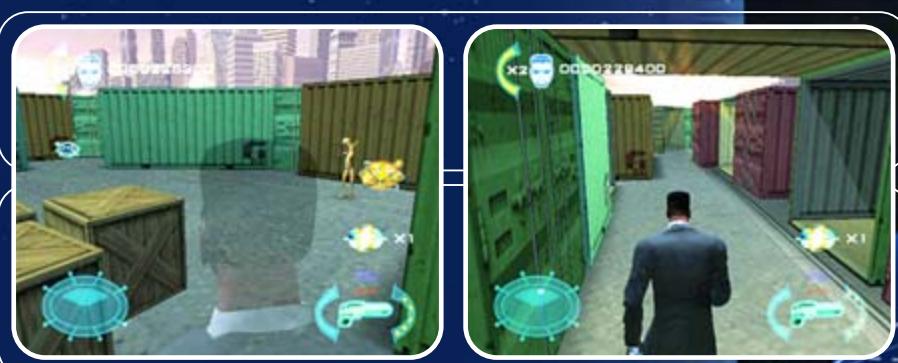
Section 10

You should spot the Xeno Bomb power-up just as the laser barrier appears behind you. Grab the Bomb, blast the Red, and proceed forward. There's a squadron of Reds awaiting your arrival; pick most of them off with your Pistol before charging into the open and finishing them off. There's a health power-up in a cul-de-sac to the right which you should definitely snag. Several smaller waves of Reds appear when you've disposed of the first, but they're no problem; the wave of three Bobs that appears in a wide spread could be a problem if you don't stay far away. Bump off the Bobs and the barriers to Section 11 explode.



Section 11

You can go down two paths into Section 11; take the left path first to find a weapon power-up, health power-up, and a Manitoba. Grab 'em all, then backtrack and go down the right-hand path, between the crates. Reds and Blues jump out at you, but they're silly little buggers, easily disposed of. More Reds and Blues await at the end of the corridor; blast 'em and then go through the open container into Section 12.



Section 12

In this section, Reds and Blues appear both on the containers and on the ground in several alternating waves. Stay near the center so you can always adjust your aim toward wherever the next wave appears. After the final wave of grounded aliens, the barrier to the next area explodes. Follow the path through an open container to a Chubboe (the first in a while). Blow him up and continue forward to a second Chubboe. Blow him up and continue forward until two Bobs appear in front of you and two Reds appear on either side. Back up and blast 'em. The barrier to Section 13 blows up.



Section 13



This vast area is bordered by containers on three sides. Stay far away from the Reds and Blues that materialize on the ground and on the containers, using the Pistol for long-range destruction. A second wave of four Reds appears after you destroy the first wave; blast through them and then run forward as a third wave of Reds appears behind you. Blast them all and proceed forward. Walk through the narrow path on the right side of the container wall to find an extra-strength health power-up.

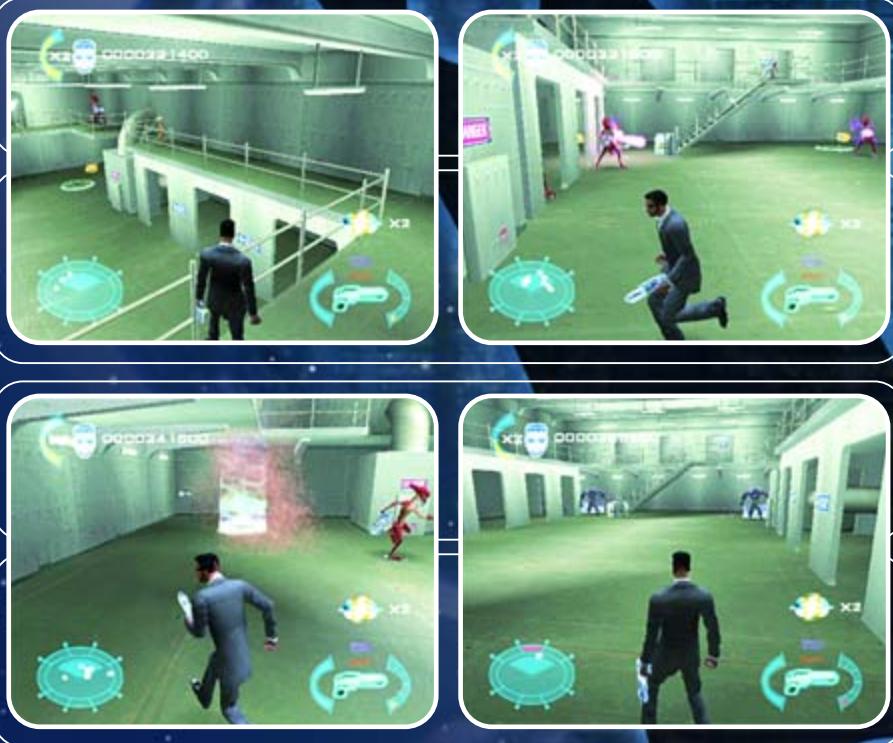
Section 14



Two Chubboes and two Reds guard the walkway into the ship. Hit the much more dangerous Chubboes first. Three Bobs and a Red come down the walkway to greet you, followed by a Blue. Two Reds appear at the top of the walkway and wisely stay inside the ship, hopping into the open just long enough to shoot at you. Blast 'em from long range and a Billybob comes down to greet you. Greet him with weaponry and proceed into the ship. Turn to the right and grab the health power-up at the end of the corridor, then turn around and follow the corridor into a large chamber.

Section 15

As you enter the chamber, run along the right-hand walkway and grab the Manitoba at the end. Now proceed down the stairs and tackle the wave of Reds that attacks you. There are two health power-ups in the corners, so don't be afraid to grab 'em. The staircase blows up behind you, preventing your escape. Uh-oh. Two of the green circles in the corners turn into teleporters, bringing Reds and Blues into the chamber. Blast the teleporters to destroy them and halt the inflow of Rakosses. When you destroy the first two teleporters, the next group of two comes to life, this time spitting out Billybobs. Hit the teleporters, then the Bobs. When the Bobs explode, so does the barricade at the bottom of the remaining staircase.



Climb up the stairs, blast three Reds, and proceed to the exit. You've finished the first stage of the first level—not exactly a cause for celebration, but certainly a milestone in your gaming career.



STAGE 2

Section 1



You start on the dock of the bay. Run forward and right, where two Reds and a Bob appear in front of the windows. Blast them and proceed around the corner, where you spot your very first Kelortian, aka **Flyboy**, which quickly flies away. Blast through two Bobs and plenty of Reds and Blues as you run around the corner and up the stairs into the warehouse.

Section 2 (Warehouse)

Run across the catwalk, strafing the Reds below, and walk down the stairs to the warehouse floor. As you reach the bottom, you'll be attacked by Reds, Blues, and a new type of enemy, the Blue Otasi (**Bomberboyz** or **BB** for short). Immediately turn right and run around the corner to find a tucked-away weapon power-up, guarded by a BB; turn around and return to the floor, destroying the BB teleporters. (There's also a health power-up in the corner across from the weapon power-up.) When you destroy the first two teleporters, the other three are activated, which is your cue to retreat to the catwalk and pick off the teleporters from above. Destroy all three and the barrier to Section 3 blows up. Walk forward to the second half of the warehouse as laser barriers appear behind you.



Section 3



Run forward into Section 3 and touch both Manitobas as they run back and forth (and before they get caught in the crossfire). Bump off three Reds to activate the first two teleporters, these ones expelling Red Otasi (**Spikeboyz**). Disable the teleporters ASAP, then disable the second pair. Blast the three Reds that appear on the containers and a door on the left side of the warehouse slides open. Walk outside, shoot three Reds, and proceed into the train station. More Reds and Blues appear in front to the right of you; run to the right, blast the wave of three, and grab the weapon power-up, then return to the train track and walk forward.

Section 4

Run to the opposite end of the track, blast the wave of three Rakosses, and take the weapon power-up at the end of the aisle. Return to the track and run up the ramp. Grab the health power-up in the middle of the platform and watch out for the two Flyboys. Destroy them to activate two Flyboy-spawning teleporters at the end of the platform. Destroy them, then turn around and destroy the next pair. The barrier to Section 5 explodes. Walk outside.



Section 5



Walk forward and grab the weapon power-up. Three Bobs appear in front of you, and another two behind you. Blast them with great vengeance and furious anger, then proceed forward. Blast the Reds and Blues that appear and climb the stairs. Go through the door into the next warehouse.

Section 6



As you reach the center of the warehouse, all four teleporters activate, releasing four Bobs into the room. Yikes! Destroy the teleporters, then hit the Bobs—quickly, now! The barrier to the next area explodes. Go down the right-hand corridor to find a sweet collection of power-ups: health, weapon, and Xeno Bomb. Backtrack and go down the left-hand corridor to an area filled with aliens (Reds, Blues, a Bob, and Bomberboyz). Fortunately, the teleporters won't activate. Destroy all aliens and proceed forward to the intersection. Three BB-making teleporters activate.





Take them out and the barrier to the next area blows. A large wave of Reds and Blues appears on the left; destroy them and another wave appears on the right. Destroy them. Go down the left corridor for a health power-up, then down the right corridor. Grab the weapon power-up and climb the stairs. Grab the Manitoba and prepare for a crazed firefight. Stay near the center of the room and circle around, shooting Reds and Blues and disabling teleporters (which activate two at a time). When the final pair is destroyed, go down the stairs and walk into the train station. A cut-scene unfolds before the action resumes.

Section 7



Run up the ramp and grab the health power-up, then pick off the Reds and Blues as they tumble out of the train cars. When you destroy the last train wave, the four teleporters come to life, and Reds and Blues spill out. Stay near the on-ramp and destroy the teleporters one at a time, slowly moving forward. Two Flyboys appear after the teleporters and Rakosses are destroyed; blow them up, then take the health power-up and go down the opposite ramp.

Section 8



Run outside and turn right, grabbing the three power-ups; turn around and grab the Manitoba jogging back and forth. Continue forward, take the health power-up, and shoot down four Flyboys to blow the barrier. Deal with a final wave of Reds and Blues and enter the warehouse to face off against your very first boss. The excitement! The carnage!

Boss: Grokk Dubois

Grokk goes through a pattern of three attacks, one from each arm and another from the head-mounted launcher, repeating them in succession. Here's what they are and how to avoid them.

Attack 1:



Grokk lays down a spread of machine-gun fire from his robo-toy's left arm. Roll or flip just before the spread reaches you to avoid it.

Attack 2:



Grokk fires two explosive blasts from his right arm. Keep moving and the blasts will strike where you were, not where you are—a most important distinction.

Attack 3:



Grokk turns his back to you and launches a flock of robotic spiders, called **Skutters**. These artificial arachnids crawl in your general direction, blow up at your feet, and leave poisonous splinters in your shins. Use your Pistol or other weapon to destroy them quickly, as a few of them drop weapon power-ups (sweet!).

Attack 4:



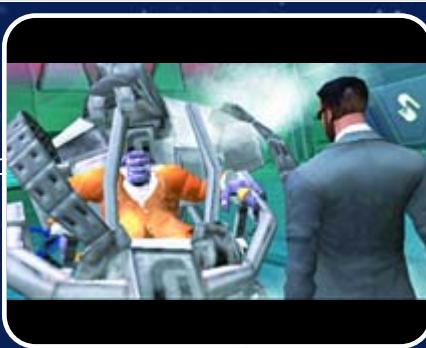
If you destroy Grokk's left arm, his right arm begins an attack where it launches four grenades into the air. These have a wide explosive radius, so keep moving to avoid them!

Attack 5:

If you destroy Grokk's right arm, his left arm begins an attack where it lays down a spread of concussive bolts instead of machine-gun fire. Once again, roll or flip to dodge.

**Attack 6:**

If you destroy the Skuttler-launcher on Grokk's back, both arms switch into their more dangerous attacks; if you destroy two of the three robo-weapons, Grokk starts to use an "attack" where he charges when you're both close to him and directly in front of him. Stay at medium range from Grokk (which you should be doing anyway) and you'll never be hit by this attack.



We prefer to destroy both of Grokk's arms as opposed to the Skuttler-launcher, since the Skutters are almost harmless (as long as you keep moving, of course). Wear down Grokk until he goes bye-bye, and you've completed Level 1!

LEVEL 2: PLEASANTVIEW NUCLEAR PLANT

STAGE 1

Section 1 (Entrance)



DESTROY ALL ALIENS OCCUPYING PLEASANTVIEW NUCLEAR FACILITY; BRING IN THE THREE FONARII BROTHERS, OR TOAST THEM TRYING.



Run forward and up the ramp to find two groups of all-new aliens—Wahgohlians (**Dog Poop Guys**) and Bombatistas (**Fraggers**). One of the groups is getting their kicks by shooting at a poor, defenseless Manitoba. Take a potshot at the aliens from above to make them scatter, then run down to the bottom of the room, grab Manny, and unleash Hell on the bad guys. The cruel buggers deserve it! When you blast through the first wave, two Fraggers appear atop the boxes. Blast the grenade-lobbers off their perches. The two are followed by a wave of three, then a wave of two Poops on either side, and three Fraggers in front of you. Destroy them to destroy the barrier to Section 2. Grab the health power-up in the corner before you go—which you presumably left alone until you needed it. Walk up to the door and a Bob appears in front of you, with two Poops on either side. Back up and blast the Bob, then pick off the Poops and take the two weapon power-ups. At long last, the door!

scatter, then run down to the bottom of the room, grab Manny, and unleash Hell on the bad guys. The cruel buggers deserve it! When you blast through the first wave, two Fraggers appear atop the boxes. Blast the grenade-lobbers off their perches. The two are followed by a wave of three, then a wave of two Poops on either side, and three Fraggers in front of you. Destroy them to destroy the barrier to Section 2. Grab the health power-up in the corner before you go—which you presumably left alone until you needed it. Walk up to the door and a Bob appears in front of you, with two Poops on either side. Back up and blast the Bob, then pick off the Poops and take the two weapon power-ups. At long last, the door!

Section 2



There are three doors in this room, but two of them are locked. Walk straight ahead and a half-dozen Poops and Fraggers appear. Back up and pick them off from long range. A second wave of Poops and Fraggers follows up the first. Continue picking them off and dodging the grenades. A lone Poop appears behind the barrel barricade in the corner; pick him off and watch the barrels explode before your very eyes.



Run forward and two Bobs appear. Back up and blow them away, then try to run into the corner you just liberated. A Poop, a Lizard, and a Bob appear as you round the bend—let's call them The Three Stooges. Shoot to kill and proceed toward the corner. Along the way, dash through Door 11 and take the health and weapon power-ups inside. (Destroy the computers with your weapons just for the sheer joy of vandalism.) Two Fraggers and a Poop appear outside

while you snag the power-ups. Run outside and deal with 'em, then continue into the corner. Take out a Fragger and go through the sliding door, up the stairs to Section 3.

Section 3

Walk around the corner and through Door 21. (There's a Manitoba running on the catwalks across from you, but you can't reach him, and he usually croaks before you can get to that section of the level.) Touch the tall console at the end of the room to unlock Door 13 back on Level 1, then immediately turn around and zap the Poop and Fragger that appear behind you. Go outside and you're attacked by two Bobs; back into



Door 21 to slay the first, then go outside to blast the second. As you approach the stairs back down to Level 1, two Poops and a Fragger appear on the ledge across from you. Back up and blast them, then proceed down to Level 1.

Section 4



As you walk outside the door, two Poops and a Fragger attack. Shoot, kill, and run toward Door 13 on the opposite side of the room. Another group of three aliens appears as you approach 13, but they're easily dispatched. (Don't miss the Fragger on the ledge behind you—it's easy to get blasted by one of his sneaky grenade-throw.) Take the health power-up in the corner before you go through 13—but only if you want to trigger a Fragger, followed by two Poops and a Bob.

Section 5

In this deadly little room, two Bobs appear at the end of the room. Destroy them both and a Poop and Fragger appear on the computer desks. Blast them to open the barricaded door behind you. Go through that door to encounter a trio of Poops and a new enemy, the X-1183 Security Droid (**Death Sphere**). Wait for the Sphere's blue force-field to drop, then blast it to bits and proceed through the corridor to the next room. A barrier appears behind you.

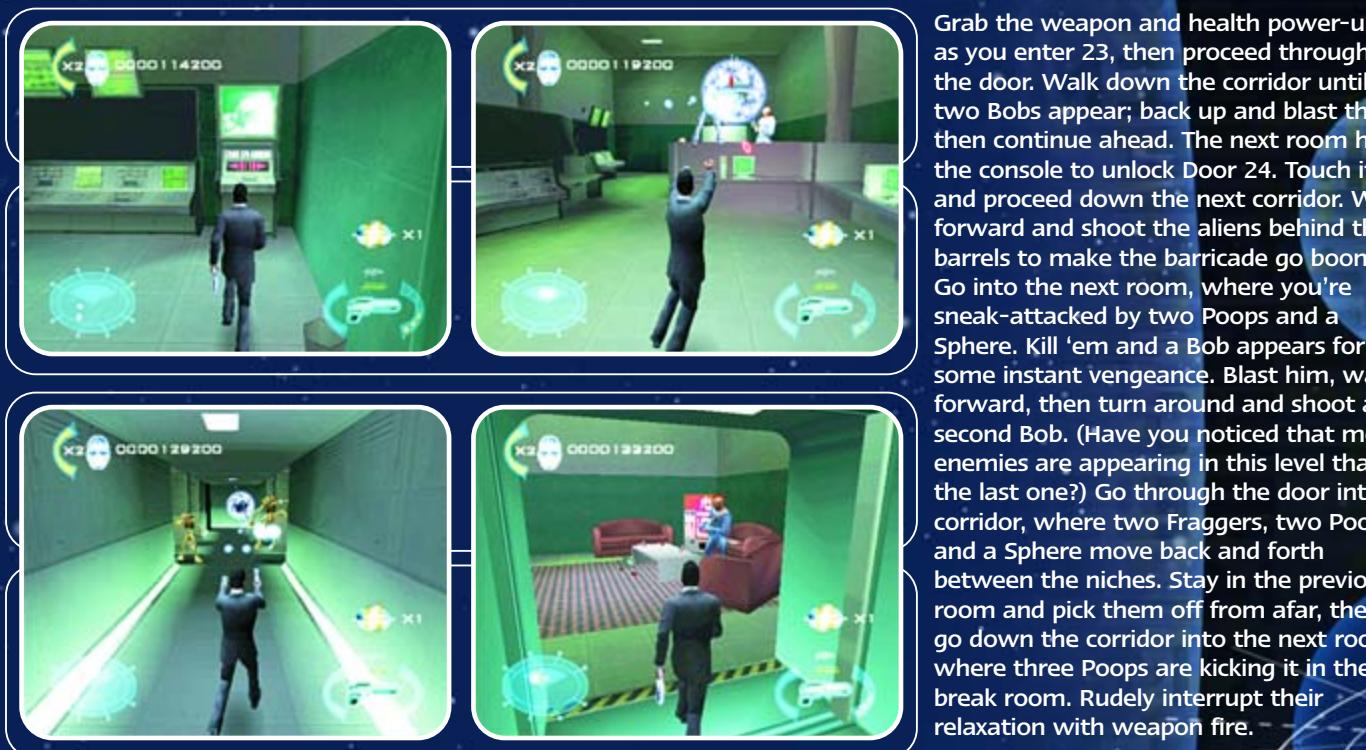


Section 6



Turn to the right and blast the Poops behind the glass, but do it carefully—there's a Manitoba in the corner. A Sphere appears when you touch Manny, so watch out. Return to the hall and blast a Sphere, Poop, and Fragger, then go through the door and up the stairs to Level 2. Blast the two Poops as you exit the door, then shoot the Fragger on the catwalk. Walk across the catwalk and two Spheres and a Bob appear. Back up and blast away. Head for the wide-open Door 23, blasting through three more waves of Poops along the way. (If you grab the health power-up in the corner before entering 23, you'll also have to shoot two Fraggers and a Sphere.)

Section 7



Grab the weapon and health power-ups as you enter 23, then proceed through the door. Walk down the corridor until two Bobs appear; back up and blast them, then continue ahead. The next room has the console to unlock Door 24. Touch it and proceed down the next corridor. Walk forward and shoot the aliens behind the barrels to make the barricade go boom. Go into the next room, where you're sneak-attacked by two Poops and a Sphere. Kill 'em and a Bob appears for some instant vengeance. Blast him, walk forward, then turn around and shoot a second Bob. (Have you noticed that more enemies are appearing in this level than the last one?) Go through the door into a corridor, where two Fraggers, two Poops, and a Sphere move back and forth between the niches. Stay in the previous room and pick them off from afar, then go down the corridor into the next room, where three Poops are kicking it in the break room. Rudely interrupt their relaxation with weapon fire.

Section 8



Run down the next corridor, take the Xeno Bomb, and blast the Sphere behind the door to destroy the barricade. Enter the room and return outside to the catwalks. Snipe the two Spheres, then run left and through Door 24. (Two Poops and a Bob appear around you as you enter.) Grab the Manitoba in the corner, then turn and shoot the Poop and Fragger on the stairs. Climb up to Section 9.

Section 9



There are several Poops and Fraggers on the catwalks, along with a Manitoba. Grab him (and the health power-up in the center) before you start shooting. After you've destroyed all the baddies, go through Door 31 and take the extra-fancy health power-up inside. Return to the catwalks and destroy a wave of four Spheres, then walk to the already-open Door 32 and take out two more Spheres that appear behind you. Enter the room and grab the Manitoba in the corner, then the health power-up. Go through the door into the next room and use the console in the corner to activate the lift. This causes many Poops and Fraggers to appear behind you. Blast through them and get back to the catwalks and the lift. Stage complete!



STAGE 2**Section 1**

As you start this stage, there's a closed door to the left, an open door straight ahead, and a lift to the right. Head for the open door, which is guarded by two Poops and two Fraggers. Inside the room is the game's first Brainoid (**Brain in a Jar**), who's dumber than he looks. Destroy him and a Poop/Fragger duo appears. Kill 'em, turn around, and blast a second duo to blow the barrier. Go through the door and follow the corridor, which is populated with a couple of Brains, a Fragger, and several Poops. Kill 'em all to destroy the next barrier, and go through the door into the next room.

Section 2

A Fragger, Sphere, and Poop live in here; evict them with your weapon and a Brain and Poop appear to avenge them. Yeah, right. Splatter them and proceed through the short corridor into a room with a Poop crouching behind a comfy couch. Kill him, take the health power-up, and activate the elevator console. Return to the previous room, which is now teeming with Poops, Fraggers, and Brains. Shoot 'em up and go through the exit door back out to the catwalks. Two Spheres and a Poop are awaiting you. Grab the health power-up to the right, then annihilate the aliens as you dash across to the lift. Several waves of aliens will appear and try to stop you, because that's what aliens do. Shoot them or simply avoid them and take a ride up to the next section.

Section 3

Head for the closed door on the left side of the catwalks; it slides open as you approach, revealing a Manitoba and two power-ups inside. Collect the booty, return outside, and head for the open door on the right side of the catwalks. There's a Manitoba running around the room, surrounded by Poops and Fraggers. Grab Manny quick-style, then blast the bad guys. Several more waves of Poops and Fraggers appear, but they're easily dispatched.



Take the Xeno Bomb in the corner before proceeding into the corridor. Blast the Poops as they shoot at you from behind the barricades. Proceed down the corridor, luring out each alien, then backing up and blasting it. Further down the corridor are two Bobs. Make them go boom, then enter the next room. Two Poops and two Fraggers will appear in this room, so stay in the middle. When they're taken care of, use the console to activate Door 53. Proceed down the next corridor and a blue barrier pops up behind you.



Section 4



Continue down the corridor, toasting Fraggers, Poops, and Bobs. Don't miss the health power-up cleverly stashed behind the soda machine. Backtrack through the rooms and corridors and return to the catwalk. Proceed to Door 53, which has a health power-up conveniently floating in front of it. Enter the room, snag the power-ups in the corners, and go to the right. Blast through the glass and walk through the sliding door into a tiny room with a Manitoba and a health power-up. When you leave, roughly a dozen Poops, Fraggers, and Brains appear. Run back to the entryway and go through the left-hand door. Climb the stairs to Section 5.

Section 5



There's a group of Poops and Fraggers waiting for you on the catwalks, but their weapons can't penetrate the glass, so you can stay inside here until you're ready. Pick off the Poops and Fraggers from their perches while also taking out two Spheres. Now run

toward the barrel blockade and destroy both Fraggers; the first blockade blows up, revealing a juicy power-up. Proceed down the catwalk and several Poops and Spheres appear. Run forward and destroy 'em. At this point, you could go for the health power-up at the end of the next catwalk, but it's guarded by several waves of Poops and Fraggers. Unless you're hurting for health (or playing for a high score), dash into Door 61 to complete the stage.



STAGE 3**Section 1**

The moment you move forward to grab those yummy power-ups, two Poops and a Fragger appear. Blast them and two Poops and two Fraggers appear to take their place. Blast them and you trigger four Fraggers. Stay back and pick them off from long range. A fourth and fifth wave of aliens appear. Shoot them. You know how to do it. The sixth and seventh attack waves are two Brains each; destroy the seventh wave to open the door to the next section. Clean up all the power-ups in the hallway before you proceed.

Section 2

Walking outside, you activate two teleporters and agitate a mess of aliens to your left and right. Go down the left-hand stairs, destroy the teleporter, and grab the frantic Manitoba as he runs back and forth between the two 'porters. Now make your way across to the second teleporter and destroy it, shooting Poops and Fraggers as you go. With the second 'porter blown, go down the stairs to activate two more teleporters. Don't stay down there, however; climb back to the higher ledge and pick off the aliens from afar. Destroy the low teleporters and Poops and Fraggers appear on the higher ledges. Destroy all the aliens in this wave and you blow the barrier on the staircase on the right side of the room. Climb up the steps, grabbing the health power-up, and go through the door to face the Fonarii brothers!

**Boss: Denar & Glinnar Fonarii**

Little Denar isn't much of a foe; he cowers behind a pillar, then springs out and pops off three spiraling shots. Run to either end of the catwalk to grab a health power-up, then turn around and take care of the weenie with great haste.



Lanky Glignar is a tougher enemy. The key to defeating him is to *keep moving!* Constantly strafe-run away from Glignar, circling around and shooting as you run. Don't stop for even a moment or he'll catch up and frag you with a volley of shots. *KEEP MOVING!* You can blow up the circular grates in the walls to reveal power-ups inside, but you need to climb into the holes to collect them, which allows Glignar to corner you and kill you, so don't bother. Did we mention you should keep moving—and shooting? After you've blasted away half his energy, Glignar starts running from you, staying as far away as he can, ducking for cover, and popping up only to fire an occasional laser blast. Track him down and finish him off.

Boss: Mutant Ralph

Grab the health as Ralph crawls through the door. At first, Ralph is content to crawl after you and fire the occasional blast from his eye-laser. The best way to dodge the laser is to keep strafing left and right. When Ralph's laser goes off, keep moving in your current direction until you reach the edge of the platform, then back up slightly and immediately strafe in the opposite direction. The laser tracks your position for several seconds, so you have to keep moving to avoid it—and if you move forward instead of backward, you'll walk into the beam. After doing a little damage to Ralph, he goes into a new attack pattern.



Attack 1:



Three blast doors slam shut in front of Ralph, but he smokes through them with a two-eyed laser. Use the same maneuver as you did earlier to dodge the beam.



Attack 2:



Ralph hocks up three exploding fireballs. The first fireball explodes into the corners of the platform, so move to the center of any edge. The second fireball explodes into the sides, so move into any corner. The third fireball explodes into the corners again, so move back to the center of any edge.

Attack 3:



Ralph leaves the tunnel for a while, but keeps you occupied with two Spheres. Destroy the Spheres (which usually drop weapon power-ups) and Ralph jumps out of a side door to attack you with a fireball (that explodes into the corners) and lasers *at the same time*. Do the strafe-and-dodge maneuver and say a little prayer.



When Ralph is near death, his two-eyed laser becomes a four-eyed laser, and the fireballs explode into eight segments instead of four; to dodge these ones, position yourself halfway between a corner and an edge-center. Keep shooting until Ralph diggity-dies.

LEVEL 3: GLOBAL INC.

STAGE 1

BRIEFING:

CLEAR GLOBAL INCORPORATED HQ OF HOSTILE ALIENS; HAUL JARRA IN FOR AN INTERVIEW.

TIP

Shoot a few rounds into any one of the parked cars to make it explode. The explosion won't do any damage to nearby aliens, or to you, but it sure is purty.



Section 1



You start the level in Global Inc.'s lovely parking garage. (Leave the health power-up next to the toll booth until you've opened the way to Section 2.) Shoot the two Red Rakosses from long range, then walk forward until a wave of three appears. Blast through 'em and dash into the corner to rescue the tucked-away Manitoba. Blasting three Reds causes four more to appear, two in front and two behind. After blasting through several more waves of Reds, two Blues appear, along with a new enemy, the **Skrag**. Atomize all four Skrags and the Blues to blow a hole in the barrier of tires between you and Section 2.

Section 2

Four Reds appear as you enter; pick them off to trigger a wave of Reds, Blues, and Skrags. (One of the Blues may drop a health power-up. Much appreciated!) The third and fourth waves consist of Reds and Skrags; keep strafing and circling to keep the Skrags from pouncing and biting your butt. Kill all aliens to blow the barrier to Section 3 (on the right side of the dark-green van).



Section 3



Two Reds and a Chubboe are your first attackers. Nuke them all and a single (as in one, not as in available) Red and Chubboe take their place. Use the light-green van for cover as you pick them off. Four Reds appear behind you after the Chubboe goes boom; whack them gangsta-style and three Reds and a Blue appear behind you. Take them out, then kill a final wave of four Reds, to destroy the barrier to Section 4.

Section 4

Roughly ten waves of Reds and Blues appear in this wide-open area, one after another. Check the radar to see where each wave appears, and move yourself behind it. The “strategy” here is to shoot like a crazy person and keep moving. Plenty of weapon power-ups will be dropped (but no health, alas).



Section 5



A wave of three Reds appears as you enter Section 5. Get around the corner and gobble that much-needed health power-up. Four Skrags and two Reds are the next attack wave, then a half-dozen Reds, then more Skrags and Reds. Slay the fourth and final wave to destroy the barrier to Section 6. Don't miss the Manitoba on the ledge to the left before you proceed.

Section 6

Two Bomberboyz and four Reds run forth to embrace you as you enter this section. Embrace them with a warm hug of death. Two Reds appear in the next wave, then four Reds (in a wide spread), then four more. Then the big, bad stuff: a wave of Skrags and two Chubboes. The Chub-Chubs drop crucial health power-ups. Waste the final wave to destroy the barrier to Section 7.



Section 7

As you enter the section, a Bomberboy teleporter activates, with a Manitoba standing behind it. Tricky. Get close to the fence and blast a Bomber, then dash through the teleporter and grab Manny before another Bomber appears. Turn around and destroy the teleporter to trigger a wave of Bombers on the other side of the fence. Shoot through the fence to destroy them. After the Bombers are a few Reds and Blues, then a big wave of Skrags and Reds. Stay behind that fence to force the Skrags to scurry around the corner, where you can pick them off. Kill the Skrag wave to destroy the barrier to Section 8.



Section 8



There's a health power-up in the corner, but you can't get to it just yet. Kill the three Reds, and a Red and Blue appear near you. Destroy them to trigger two Reds at the other end of the section. Pick 'em off to blow the barrier to the health power-up, then walk forward. A wave of three Reds appears. Blow them up and a wave of three Reds and a Chubboe appears. I guess they don't want you taking the health power-up! Kill the Chubboe and take your health, then turn around and shoot two Reds and a Blue, which destroys the barrier to Section 9.



Section 9

Two Reds greet you immediately upon arrival. Shoot them and walk around the car to find two more. Shoot them to trigger a wave of Reds, Blues, and Skrags. Uh-oh. Several waves of Reds and Blues appear to supplement the troops; when two Chubboes appear, you're almost done. Pick them off and enter the elevator to complete the stage.

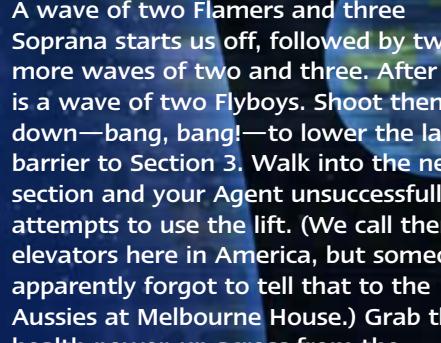


STAGE 2**Section 1**

The first section is guarded by two new aliens: a Blue Rottermite (**Flamer**) and two **Soprana**. There's also a security camera scanning the floor; if you walk into the red circle, you set off an alarm and trigger the appearance of two more Soprana. Turn right and grab the health power-up in the corner, then move forward to engage your new foes. This area is wide-open, so take advantage of the room to shoot from a distance. Two waves of four Soprana each follow, then a wave of two Soprana and a Flamer, then a wave of two Flamers and a Soprana, and lastly, two Soprana in the middle of the section. Send them to sleep with the fishes to lower the laser barrier to Section 2.



NOTE
It's okay to wander into the red circle after you've opened the way to Section 2, in case you want to hear the delightful sound of a security breach.

Section 2

A wave of two Flamers and three Soprana starts us off, followed by two more waves of two and three. After that is a wave of two Flyboys. Shoot them down—bang, bang!—to lower the laser barrier to Section 3. Walk into the next section and your Agent unsuccessfully attempts to use the lift. (We call them elevators here in America, but someone apparently forgot to tell that to the Aussies at Melbourne House.) Grab the health power-up across from the elevators and proceed into Section 3 on your quest for a reception desk.

Section 3

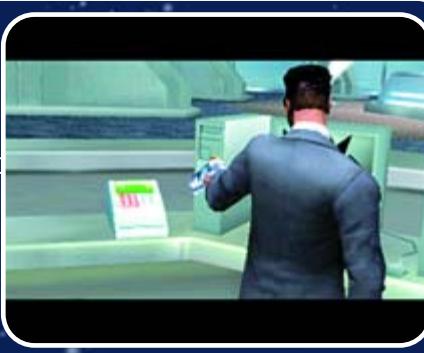
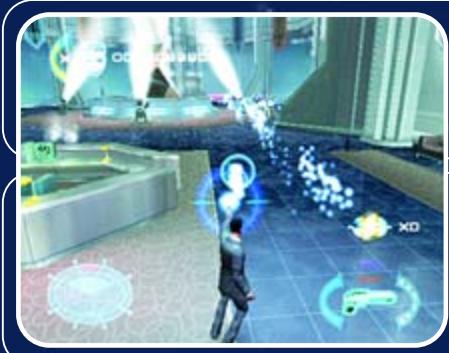
Three Flamers, followed by a wave of five Soprana, is an ugly start. Snag the Manitoba standing on the wall before you proceed with the alien-slaying. Several more waves of Flamers and Soprana appear, so pick 'em off from afar. When the barrier to Section 4 deactivates, you have to dash past two security cameras. Both of them trigger a few Soprana, which honestly isn't too hard to deal with.

Section 4

There are three weapon power-ups, a health power-up, and two Manitobas at the other side of the room. Go get them all, which you surely realize will triggers waves of Flamers and Soprana behind you. It's worth the pain, though, isn't it? The final wave of Flamers appears on the power-up side of the section, so move back toward the center of the section after collecting the good stuff.



Section 5



Five Soprana appear as you enter this section. Don't run toward the desk right away, as the next wave of aliens (three Flamers) appears next to the desk. After the Flamers are doused, two Flyboys appear. Shoot them down, then walk into the center of the desk to activate the elevator. Alas, this also summons a wave of four flying aliens called Enthorans (**Hummingbirds**). Shoot down the first wave and two additional waves of four Hummingbirds appear. Continue shooting Hummers out of the sky until you hear the distinctive sound that means you've lowered a laser barrier. Return to the elevators, destroy a wave of Flamers and Soprana, and enter the elevator to complete the stage.

STAGE 3

Section 1

You start the stage on a circular balcony, with two power-ups on the opposite side. Run around the balcony and collect the weapon and health power-ups. A wave of four Hummers appears in the center of the screen, and after you shoot them down, a wave of eight appears. Keep circle-strafing and picking off the Hummers with your Pistol, wave after wave. It's not elegant, it's not especially exciting, but it works. After you take out the final hunk of Hummers, the door across from the elevator slides open.

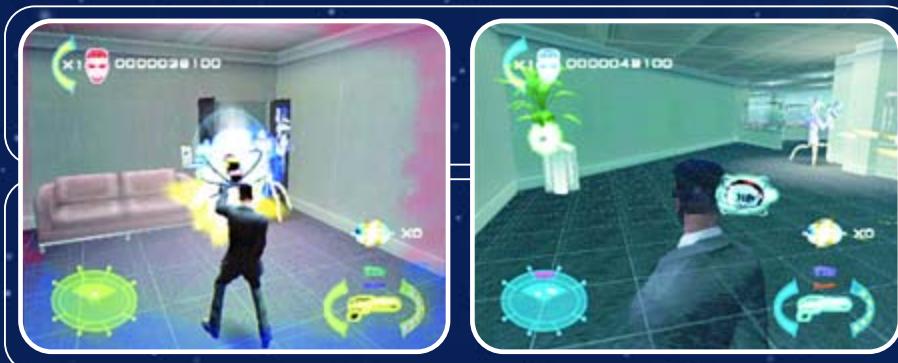


Section 2

You're welcomed into the new area by three Soprana. Shoot two of them and more Soprana appear on the balcony behind you. Don't get cornered in the room; stay out on the balcony and snipe the Soprana from afar. Another wave of Soprana appears inside the office, then a fourth wave on the balcony. Shoot 'em all to open four doors inside Section 2. Go through the door in front of the desk and collect the health power-up; it's guarded by two sneak-attacking Soprana, and four more appear behind you (in two waves) after you take it. The plant in the corner of the room is a new enemy, the Ninlev (**Houseplant**). Pull the Plant up by the roots and return outside. Run into the door directly across from the desk, grab the Manitoba, and water the Plants with laser weaponry. Return outside and go through the rear right-hand door, with a Soprana guarding it.



Section 3



Four Soprana pop out from behind the glass partitions to shoot at you. Mow them down and three more Soprana appear, one next to the door and two in front of you. Shoot them and several more singer/shooters pop up. Watch out for the Plant near the door at the opposite end of the room. Finish off the Soprana and the door to Section 4 opens.

Section 4



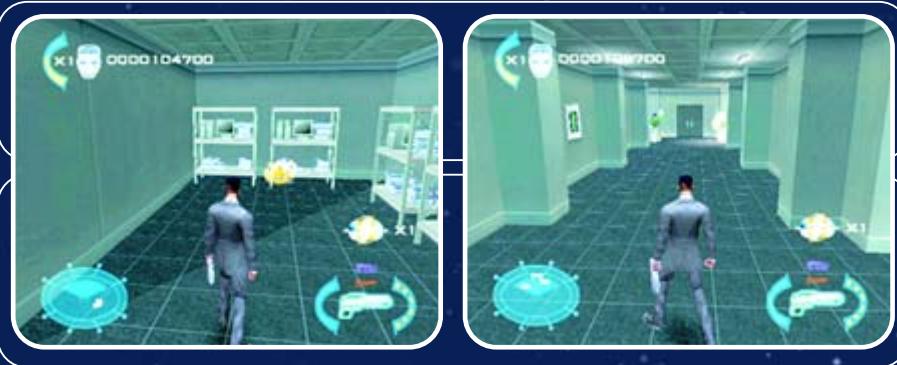
Inside this room is a Xeno Bomb (nice!), a Manitoba (mildly exciting), and a dozen Soprana. Stay at the end of the room where you grabbed Manny to pick off the Soprana as they appear behind you. After wiping them all out, and polishing off a Plant, the door to Section 3 opens. Run back toward Section 2, shooting the two Soprana guarding the door. Run past the blue barrier and into Section 5.

Section 5



Stay near the door and blast three waves of Soprana as they appear, then snatch up that beautiful health power-up and proceed through the next door, blasting the Plants as you go. There are many, many computers in this room, and you'll blow them all up in your firefights with the Flamers. Position yourself behind the desks to keep the Flamers from charging at you. After blasting through several waves, the door to the next area opens up. Go through.

Section 6



Three Soprana appear and attack. Shoot them and proceed down the hall. Duck into the alcove on the left-hand side for a health power-up. Return to the hall and walk down to find four Soprana. Pick them off and six more appear behind you: two next to the door, and two in each of the alcoves. Kill 'em all to open the door into Section 7.

Section 7



It's another computer-filled room, and another series of Flamers. Use the same tactics you used before; stay behind desks to avoid fireballs, then duck into the aisles and shoot, then hide again. Blast through the critters until the door to Section 8 opens.

Section 8



Explore the hallway, shooting Soprana and collecting health power-ups from the alcoves. Defeat all the aliens to open the exit door. Is that the unmistakable stench of a new stage? Why, indeed it is!



STAGE 4

Section 1



This stage is covered in thick purple fog, which obscures your enemies and also makes for lousy screenshots. Use your radar to see where your enemies are. Turn right at the start of the stage to find a health power-up near the Flamer egg pods; when you destroy a pod, the gestating Flamer attacks, so be ready for some fire-breath. If you try to run past the pods, they hatch anyway, so you might as well go down shooting.

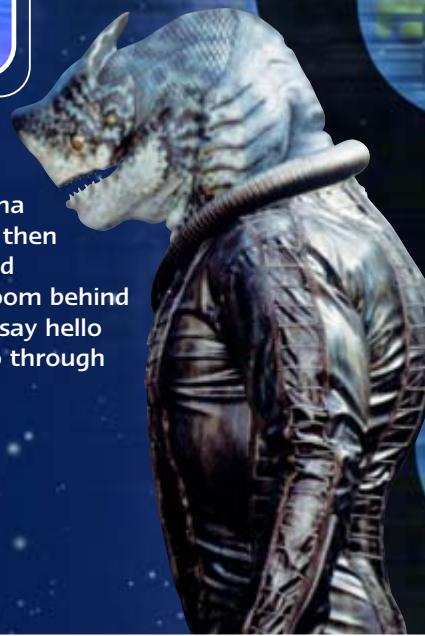


Go through the open doors as you find them; in the third section, a couple of Soprana appear. Take them both out to open the door to Section 2.

Section 2



You're greeted by a wave of Soprana and Flamers. Shoot 'em down and then blast a second wave of Soprana and Flamers. Four Soprana enter the room behind you. Turn around and tell them to say hello to your little friend. Kill 'em and go through the door into Section 3.



Section 3

Don't give in to your bathroom urges. Round the corner and blast the two Soprana next to the health power-up. Two more Soprana run out of the stalls after you bump off the first two. Whack them, then pick off the two Plants and go through the hole in the wall to Section 4.



Section 4



Soprana appear behind the partitions, and Flamers in the left aisle. Keep strafing and shooting the Soprana first, then the Flamers. Proceed toward the end of the room and three Soprana appear behind you. Pick them off to open the door to Section 5. Hey, you're back at the entrance!



Section 5

As you return to the balcony, three Soprana jump out to cut you off. Shoot 'em down and go outside. Run all the way around the balcony to collect a Manitoba and a health power-up. A group of Hummers appears in the center, so blast them all down, which opens a door back by the desk.



Return to the desk and go into the room with the laser barrier to collect the Manitoba and the Xeno Bomb. Now go around the corner and into the room with the health power-up; the Soprana and Plants that attack you might whittle down as much health as you gain from the power-up. Return to the desk and go through the door in front of it, down the long corridor. Shoot the Soprana and the Plants and you automatically enter Section 6.

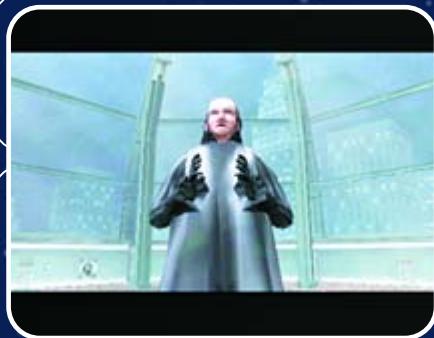
Section 6



After Jarra leaves the meeting, shoot the half-dozen Soprana in the room to open the door. Shoot the Panther inside the door, grab the health power-up, and go up the stairs to finish the stage.

STAGE 5

Boss: Rottermite Queen



At the start of the stage, Jarra leaves you to play with the Rottermite Queen, who's notoriously rough with her playmates. Here's her pattern of attack:



Attack 1:



The Queen fires three lightning bolts at you, one from each of her three antennae. You can position yourself behind a pillar and hope the bolt is blocked, dive-roll out of the way of the bolt blasts (not as effective, as your timing needs to be really good), or strafe-run in one direction constantly. Don't strafe-shoot, as it slows you down enough to get caught in the blast.

Attack 2:

The Queen combines three regular bolts into a hurtful mega-bolt. Run, dodge, just don't get caught in it.

**Attack 3:**

The Queen takes a rest, sending two of her Rottermite kids to attack you. Shoot one, grab the power-up it drops, then turn around and cap the other one.

Attack 4:

After you've whittled down the Queen's life gauge to about one-third, she drops Attacks 2 and 3 and alternates between Attack 1 and the new Attack 4, in which she takes a big gulp of air and breathes out a huge stream of fire. Keep shooting the Queen until she takes the big splat. Level complete! Yeah, buddy!

LEVEL 4: N.Y. STREETS

STAGE 1

Section 1



SWEET THE N.Y. STREETS
CLEAN OF INTERSTELLAR BAD
GUYS; CHASE JARRA AND
CAPTURE HIM ALIVE.



At the start of the stage is a Manitoba running around like a crazy person. Wait for him to dash in your direction and grab him. The first wave of aliens appears: two Fraggers, and four of a new species called the Binta (**Cream Corn Guys**). When you destroy the first Corn, another appears to replace him; same with the second Corn. Kill all the Corns and the barricade to Section 2 blows up; kill both Fraggers and two more appear behind you.



Section 2

Roughly half a dozen Corns and Fraggers await you in front of the bus, and they're not gonna ask you for change—they're gonna try and kill you. Snipe them from long range until the barrier to Section 3 (on the right side of the bus) blows up real good. Watch out for the dirty little Fragger atop the bus.



Section 3



As you reach the other side of the bus, a group of Corns charges out of the alleyway at you. Don't blast them right away, as there's a Manitoba in the alley. Back up behind the bus and lure the Corns away from the alley before you dash in to rescue Manny. Proceed down the street and pick off the three Corns to bust the barricade to Section 4. (A blue barrier pops up behind you.)

Section 4



Duck into the alleyway on the left for a health power-up, then return to the street and shoot down three waves of Flyboys to blow the barrier to Section 5. Hiding in the alleyway as you pick off the Flyboys is a particularly effective and very cowardly tactic.

Section 5



Run behind the bus on the left for a health power-up, then run to the right and down the alleyway to find a Manitoba around the corner. Return to the street. As you approach the second health power-up, a huge group of Corns and Fraggers appears in a circle around you. Immediately retreat back down the street and pick off the baddies one by one.





A few Corns and Fraggers appear, one or two at a time, to replace their fallen comrades, but they're just as easy to kill. There's a final wave of six Corns at the barrier to Section 6; pop the Corns and you also pop the barrier. Go into the alleyway on the right for a Xeno Bomb.

Section 6

More Corns and Fraggers await you; back up and pick them off, for that is the best way to avoid being picked off yourself. There's a blue barrier behind you, so you can't retreat too far. Several Corns appear to replace creamed ones, but only one or two at a time, so no worries. A final group of four Corns appears in front of the barricade; blast them all and proceed to Section 7.



Section 7



Duck into the corner alley for a Manitoba before you turn around to kill the second Fragger wave. A third wave of a half-dozen appears after the second. Kill 'em to destroy the barrier to Section 8. (It's behind the row of burned-out cars near the building.)

You're locked into an area with a half-dozen Fraggers, which is potentially very unhealthy. Take out one Fragger near a wall and turn so you can face the others, because you need to see those grenades coming. Go around the wall of flaming cars to finish off the first wave and trigger the second wave.

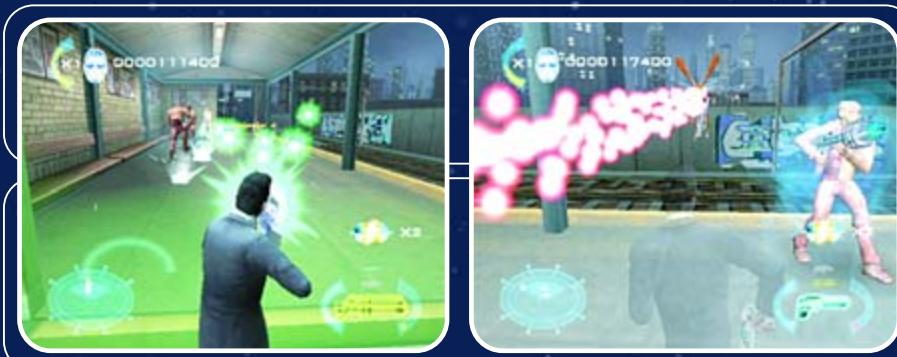


Section 8



Say hello to a mid-level boss, aka **Shark Guy**, who fires a blue shark-beam across the asphalt at you. Strafe-run away from the Guy to avoid the beam, and shoot him because he's mean. After you've taken away half his health, the Guy starts firing three street-sharks at once. Keep strafe-running and returning fire when you can. (Don't shoot back when he's firing, however, because you need the extra strafe speed.) When the Guy runs out of juice, he dashes up the long staircase like a wuss. Grab the health power-up under the stairs before following him.

Section 9



There are three Corns at the top of the stairs that need to be shot, and you're of the proper temperament to do the job. One of the Corns drops a much-needed health power-up. Walk forward until you trigger two Corns and two of a brand-new alien called the Drepp (**Buzzbug**). Blast the Buzzbugs to open the way to Section 10.

Section 10



Onto the railroad tracks you go. Be careful not to get hit by the trains, which randomly roll down the tracks, or you'll be bleeding from places on your body that you never, ever want to bleed. Shoot two Buzzbugs out of the air and proceed forward around the corner. Stay on the far-left or far-right of the tracks and you won't be hit.



Shoot down two more Buzzbugs and walk forward around another curve to the boarding platform. We watch a brief cut-scene in which a foolish Fragger blows himself up (along with a chunk of the tracks).

Section 11



You're attacked by several Senotets (**Hammerheads**), Fraggers, and Buzzbugs. Kill them, because that's what you do. Run up to the edge of the tracks and pick off the Buzzbugs as they fly out of the hole. When the barricade explodes, climb onto the platform and go down the stairs to complete the stage.

STAGE 2

Section 1



Go down the stairs, where two Hammers are soon joined by a wave of four Fraggers. Grab the health power-up in the middle of the street and let loose with your weapons. A second wave of two Hammers and two Fraggers appears, then a third wave of two Hammers. Destroy the last two man-eaters to destroy the barrier to Section 2.



Section 2



As you attempt to grab the health power-up in the street, four teleporters activate around you and send Flamers in your direction. Disable the teleporters and smite the Flamers with great haste. The teleporter behind the burned-out cars is in front of a Manitoba, so watch out for the little guy; you might wanna rescue him before you start shooting. When all the Flamers and teleporters are destroyed, run between the wrecked cars into Section 3.

Section 3



This long strip of street is filled with Hammers, Fraggers, and several teleporters. Blast each teleporter as you proceed up the street. When you reach the end of the street, a blue barrier appears behind you, and two Buzzbugs attack. Blast them, please. The first two are followed by three more waves of two, then a final wave of four. Yikes! Blow all four to destroy the barrier to Section 4.

Section 4



Go down either side of the burning row of cars in the center of the road. You're attacked by several waves of Hammers and Fraggers. When you reach the end of the street, three waves of Bomberboyz appear, one after another, with roughly ten Boyz in each wave. After you survive the third wave, the barrier to Section 5 explodes. Run into the corner and rescue the Manitoba before you move on. Don't miss him!

Section 5



Two large waves of Hammers (with Buzzbug and Fagger backup) appear in front of you. Run into the alleyway on the left to find a Manitoba and continue down the street, blasting through two waves of four Buzzbugs each.

Continue forward and grab the health power-up, which draws the attention of many Hammers and a couple of Buzzbugs and Fraggers. Run back down the street and take out the enemies from long range; get 'em all and the barrier to Section 6 blows. Run forward and grab a second health power-up on the left side of the wall of burning cars, then follow the alleyway to Section 6.



Section 6



Kill the wave of Bomberboyz and a Shark Guy appears. Unlike the previous mild-mannered Guy, this particular Guy starts out agro, rapid-firing four shark-shots at a time in your direction. Don't take the fight to him right away, however. First, run to both ends of the street—strafing as you go to avoid being shark-bitten in the butt—and disable the Bomberboyz' teleporters. One end of the street has a Xeno Bomb in an alcove, while the other end has a Manitoba in an alleyway.





Once you've reduced the Guy to half of his health, he starts shooting a single shark-shot more often than his four-shot volley. When the Guy goes bye-bye, he leaves behind a health power-up. Take it and go down the stairs near the burning cars to complete the stage.

STAGE 3

Section 1



You're stuck on one side of the subway, but aliens attack you from both sides: Fragers from behind the benches on the other side of the tracks, and Hammers and Corns on your side. Make your way slowly down the tunnel, picking off each alien with long-range weapons. Hide behind the pillars to block incoming fire.

At the end of the path is a health power-up. Take it! A train rolls into the station and comes to a halt. Walk through the rear car to the center platform of the station.



Section 2



As you exit the train, turn right and run to the end of the platform. Corns, Fraggers, and Hammers crawl out of the woodwork to attack you, so blast them (and the teleporter) as quick as you can. There aren't any power-ups here, but you just scored some phat points. Slowly make your way down the platform, using the same patient strategy as before. When you reach and destroy the second teleporter, another train arrives. Walk through it to Section 3.

Section 3



Immediately turn left and take the yummy health power-up, then turn around and work your way down the third and final platform. At the end of the platform, two Corns are holed up in the tiny room. (One of them might walk around the corner and shoot at you from the track, however.) Kick down the door, kill the Corns, and walk onto the track.

Section 4



In this narrow corridor, there's very little room to dodge and no time to launch charged-up shots. Just fire like crazy, throwing so much firepower down the tunnel that anything in its path is atomized. As you reach the wide area with the health power-up, several aliens appear. A second wave follows the first, all the aliens appearing behind you. Time for a Xeno Bomb, perhaps? The barrier to Section 5 blows when you kill the second wave, but head down the opposite tunnel (back toward the subway platform) to find a Manitoba.



Section 5

Blast through a wave of Skrags and a Fragger (hey, that almost rhymes) and proceed down the tunnel, shooting the almost continuous stream of Skrags. Keep going until two Buzzbugs appear in front of you. Shoot them, then turn around and shoot a second wave (which is supplemented by several other aliens). Turn around yet again and pick off the two Fraggers. Turn around for the last time (until the next time) and shoot a final wave of three Buzzbugs. Walk down the tunnel into the next subway station.



Section 6



There's a health power-up on the track; slowly walk forward while shooting the waves of Corns and Hammers that appear on the platform, and the health will soon be yours. Oh, yes, it *will* be yours. Continue down the track to a second health power-up, guarded by Corns, Fraggers, and Hammers. A final wave of two Buzzbugs appears behind you; turn around, shoot them, turn around, grab a third health power-up, and run forward to complete the stage.

STAGE 4

Boss: Jarra



At the start of the stage, Jarra sheds his robe to reveal his cosmetically unappealing (but very dangerous) form, and then goes on the attack. Jarra drops the occasional power-up as you blast him, so be ready to pick 'em up.





Attack 1:



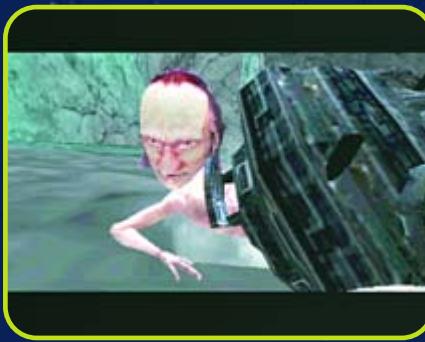
Jarra fires green lasers in random directions. Stay far away from him (not that you've been giving bear-hugs to the previous bosses, but hey) to most easily avoid the lime-flavored light-beams.

Attack 2:



When a circle appears in front of Jarra, he's about to use this attack, firing three wide spreads of fireballs. You can move into the spaces between the fireballs, or roll to avoid them. (The spaces aren't in the same place for all three volleys, so be ready to dash from one to the next.)

Attack 3:



When you've got Jarra down to half his energy, he shoots more green lasers during Attack 1, and a wider spread of fireballs during Attack 2, and he adds this attack, in which you're pinned between two force fields while Jarra lazily fires at you. Roll as far away from Jarra as you can and keep rolling away from him to avoid most (if not all) of the energy bullets. Defeat Jarra and he reveals the entrance to Level 5—the VSS Maximus Securitus!

LEVEL 5: V.S.S. MAXIMUS SECURITUS

STAGE 1

Section 1



Immediately turn around and grab the weapon power-up next to the door. Sneaky! Proceed down the corridor to encounter your first two enemies, which are representatives of a pokey blue alien species called the **Shnoova**. Behind them is a Dog Poop Guy. Long time, no Poop! Proceed forward down the narrow corridor to a group of three Shnoovas behind the metal obstacles. There ain't no shame in backing up and picking off the Shnoovas from long range, since there's no room to strafe. Hide in the curves of the tunnels if you prefer, and wait for the Shnoovas to run forward and attack you (which happens sometimes, but not always). After the three Shnoovas die, two Poops appear. Wipe them out!



Run down to the intersection; a Shnoova appears in the left-hand tunnel, two Poops in the right-hand tunnel. Go down the left-hand tunnel and shoot the Shnoova. At the end of the tunnel are a Chubboe floating back and forth, and four Shnoova guards (two for each power-up). As you reach the end of the tunnel, two Poops appear behind you. Grab the power-ups, then shoot the Poops and return to the intersection. Now go down the right-hand tunnel. Kill the two Poops, and three Shnoovas appear in their stead. Blast them and walk forward into Section 2.



Section 2

Proceed down the tunnel to find two Poops and two Shnoovas guarding a barricade. Pick 'em off from around the corner. There's also a floating Chubboe to deal with. Walk forward to the intersection, where Poops and Shnoovas appear on three sides of you. Back up against the wall of pipes to the left and pick off the baddies across from you, then deal with the other two groups. Destroy all three groups and move close to the barricade to trigger two Shnoovas and a Poop behind you. Kill them and go down the right-hand tunnel (across from the pipes). At the end of the tunnel is a Xeno Bomb, guarded by two Poops and two Shnoovas. As you take the bomb, four Skrags and a Chubboe appear behind you. Quickly turn around and duck into the alcove, then pick off the Chubboe from afar. Return to the four-way intersection, shoot two Poops, and go down the formerly barricaded tunnel (to the right of the pipes) into Section 3.



Section 3



Four Shnoovas and a Chubboe await you around the corner. Pick off the closest Shnoovas and duck into the tunnel for cover. When the coast is clear, proceed forward until two Poops and a half-dozen Skrags attack. Keep backing up and firing. Kill 'em all to blow the barrier to Section 4, and walk forward until you reach the T intersection.

Section 4



Two Poops usually (but not always) run from left to right down the tunnel. Blast the Poops and two Shnoovas behind them, then go left and take the health power-up. Proceed down the tunnel until four Poops float in your direction. Pick them off and two Shnoovas appear for vengeance. Take 'em down and out.



Proceed forward to a four-way intersection guarded by Poops. Shoot the Poops in the pipe-filled tunnel across from you, then run into the tunnel and pick off the Chubboe, who's guarding a blast door. Two Chubboes appear to take his place. This is apparently an important door. Chop down the Chubboes, then turn around and run down the tunnel across from the door, where two Shnoovas guard a Manitoba. Take him, turn around, and blast four Poops. Proceed through the exit to Section 5.

Section 5

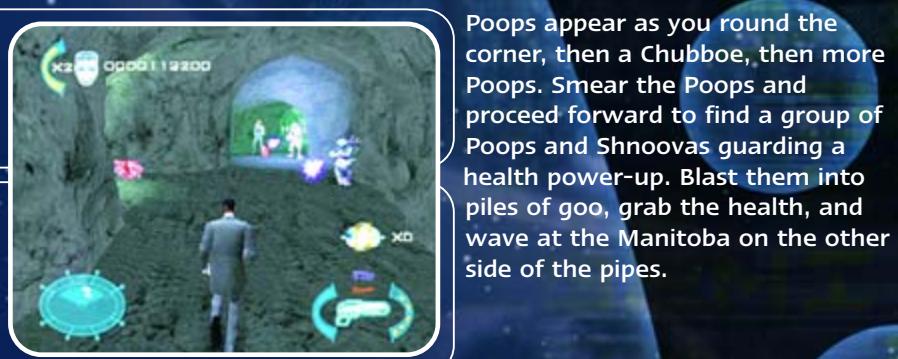


You reach a four-way intersection with two Shnoovas in the right-hand tunnel. At this point, you need to choose which tunnel to take to Section 6; when you enter one tunnel, the other two are blocked off. If you go down the **left-hand tunnel**, you encounter three Shnoovas, then three more. If you go down the middle tunnel, you encounter four Shnoovas and a Chubboe in a brutal little firefight. Xeno Bomb, perhaps? If you go down the right-hand tunnel (our humble suggestion), you find a health power-up guarded by two Shnoovas and a boatload of Skrags, then a couple of Shnoovas and Poops guarding a barricade.



Section 6

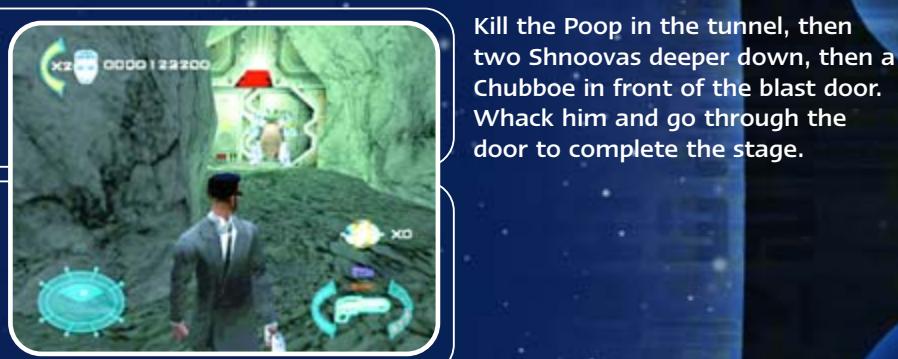
After passing through one of the three tunnels, you reach a corridor with two Poops and a Manitoba on the left and four aliens on the right. Grab Manny and blast all the aliens. This blows the barricade on the right side of the tunnel. Proceed forward.



Continue down the tunnel to a bridge with two Poops on the other side. Shoot them, walk across the bridge, and four Hummers appear, two on each side of the bridge. Strafe across the bridge and shoot the Hummers as you go, or stay on one side of the bridge and pick off the Hummers with a weapon that fires around corners (Area Effect, baby!). When all four Hummers have been silenced, the barrier to Section 7 explodes.



Section 7



Kill the Poop in the tunnel, then two Shnoovas deeper down, then a Chubboe in front of the blast door. Whack him and go through the door to complete the stage.

STAGE 2**Section 1**

Once again, turn around and grab a power-up right behind you. All too easy! Proceed down the tunnel to find a Chubboe, then a bridge guarded by six Hummers. Do the strafe or Area Effect thing to shoot them and blow the barrier to Section 2.

**Section 2**

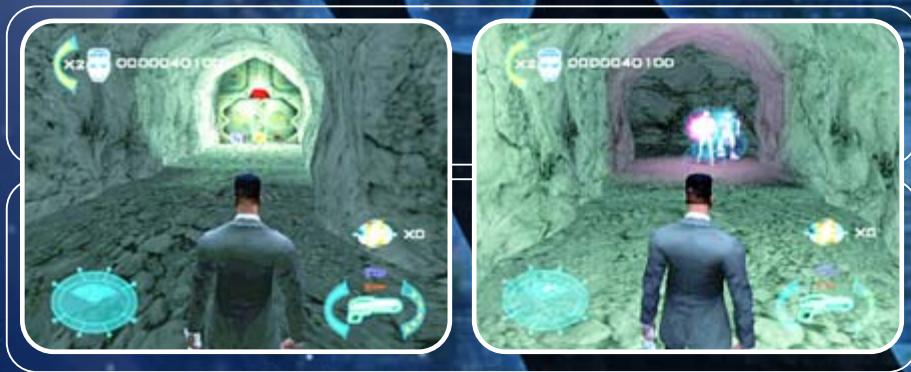
You encounter three Shnoovas off the bat. Blast them and go around the corner to find Poops and Shnoovas guarding a health power-up. Shoot the fearsome foursome and two Shnoovas and a Poop take their place. Blast the baddies and grab the health. Proceed down the corridor until you spot two Poops in the dark-red tunnel. Shoot them, then the Shnoova who arrives after them.



Proceed forward, blasting one Poop and one Shnoova. Continue to a T intersection with two Shnoovas and three Poops. (The Shnoovas are marching down the tunnel with their backs to you, so shoot them before they have a chance to turn around.) Dash into the left-hand tunnel and grab the Manitoba, then turn around. Lay waste to two Shnoovas, then another two, and a single Poop in the main tunnel. Run down forward to the bridge, then turn right and grab the weapon power-up that appears out of nowhere. Pop the Chubboe over the bridge, which triggers a wave of two Poops and four Hummers on either side of the bridge. Kill them all to break the barricade to Section 3.

Section 3

Run across the bridge and down the tunnel to a blast door with weapon and health power-ups in front of it. Walk toward the power-ups, but don't take them yet. Turn around to fight four waves of one Shnoova and one Poop each, then a final Chubboe. Now grab the power-ups and go through the door.



Section 4



Two Hummers attack as you enter. Smack them down and run around the corner to a group of five Shnoovas with bad intentions. Take them out and proceed into the tunnel with beautiful crystal formations sticking out of the ceiling and floor.



Proceed slowly down the tunnel, picking off about a half-dozen Shnoovas as you go. Walk left around the corner to a blast door with two Poops guarding a weapon power-up. Pound the Poops to trigger two waves of Shnoovas. Blast both waves and approach the door, which triggers Skrags in front of you and a Chubboe behind you. Kill the Chubboe right away, as there's no room to dodge his attack, and grab the health power-up he drops before going through the door to Section 5.



Section 5



Two Poops and a Shnoova attack as you enter. Kill them to trigger the arrival of two Poops and Shnoovas further down the tunnel. Hide in the alcoves as you make your way down the tunnel, sniping each group of aliens. The second alcove on the left has a weapon power-up. The third group of alcoves has a health power-up to the right, and a tunnel to the left. Go down the tunnel, shooting the Shnoovas inside.



After you whack the first group of Shnoovas, a second wave of aliens appears. Grab the power-up and turn around, then go down the dark tunnel near the power-up. Shoot the Poop, then the Chubboe. At the end of the tunnel is a single Poop guarding a Manitoba and a health power-up. Sweet! Return to the main tunnel, shooting two waves of Shnoovas and a Chubboe as you go. Run into the fourth alcove on the right for a weapon power-up. Pop the Poop and the Shnoova in the fifth alcove and walk forward into the purple tunnel.

Section 6



Four Poops guard a health power-up. Blast the foursome to trigger two Poops and two Shnoovas, then two more Shnoovas. As you approach the power-up, two Chubboes appear at either end of the corridor, while a swarm of Skrags tries to gnaw your toes off. Move against either wall and let the Skrags come to you, then pick off one Chubboe at a time. Continue down the tunnel, waste the two Poops, and go through the door into Section 7.

Section 7



Pop two Poops and run down the very narrow corridor until you run into a Chubboe and a few Poops. Kill them and proceed forward to another bridge and more Hummers. You know how to kill 'em by now, right? Cross the bridge into Section 8.

Section 8

Cross the bridge and pick off the Poop, then go around the corner to find Poops and Shnoovas in front of a barrier. Blast them all to blow the barrier and reveal a health power-up guarded by two aliens. Kill 'em, take the health, and proceed down the tunnel. Blast some Poops, Shnoovas, and a Chubboe to find a bridge with Hummers on either side. Now here's the surprise twist: when you kill the Hummers, two Shnoovas appear directly behind you. Not fair! Kill them to blow the barrier, then cross the bridge to Section 9.



Section 9



Many aliens of varying types appear in front of the exit door: Poops, Shnoovas, Skrags, and two Chubboes. Stay in the rear of the tunnel and pick them off from afar; you definitely don't wanna mix it up at close range. Grab the health power-up dropped by the second Chubboe to finish the stage.

STAGE 3**Section 1**

The bridge is dotted with Shnoovas, and a Blue Rakoss in front of the laser barrier. Shoot 'em all. When you take out the Blue, a Bob appears. Back up and blast him. As you try to enter the next section, three Shnoovas appear on the bridge behind you. Pick them off and two Bobs appear. Pick them off and walk forward into Section 2.

Section 2

This section is all about the Buzzbugs. First, there's a wave of two, followed by waves of: two, four, four, and a wall of five. Destroy the group of five and two health power-ups appear in the corners. It's time to choose a path. Section 3 is the start of the left-hand path (across the bridge), and Section 6 is the start of the right-hand path (down the ramp). Skip ahead if you decide upon the right-hand path. (They're both equally difficult to get through.)

Section 3

Walk forward until a Sphere attacks—the first of many. Keep turning and shooting them until health power-ups appear in the corners, signaling the end of the onslaught. Destroy the Blue-spouting teleporter and walk forward into the tunnel.

Section 4



Proceed through the tunnel, shooting Blues and Shnoovas, then a Bob and more Shnoovas. There's a Sphere around the left bend, then Blues and Shnoovas as you walk down the ramp toward the health power-up. There's also a teleporter spitting Spikeboyz in your direction; grab the health, then disable the teleporter.



At the bottom of the ramp, walk left around the corner, blasting two Bobs. Continue forward to a Shnoovas-spitting teleporter with a health power-up next to it. Shoot the teleporter, grab the power-up, and blast three Shnoovas and two Spheres. Drop the two Blues in front of the laser barrier and proceed into Section 5.

Section 5



Blues attack your suede shoes as you go down the ramp, and their fight is soon joined by Spheres and Buzzbugs. Near the bottom of the ramp is a health power-up, and a teleporter out of which Shnoovas attack. Shoot the teleporter and run forward to a health power-up guarded by a Sphere and some Shnoovas. Kill them to drop the laser barrier to Section 9. (Skip ahead!)

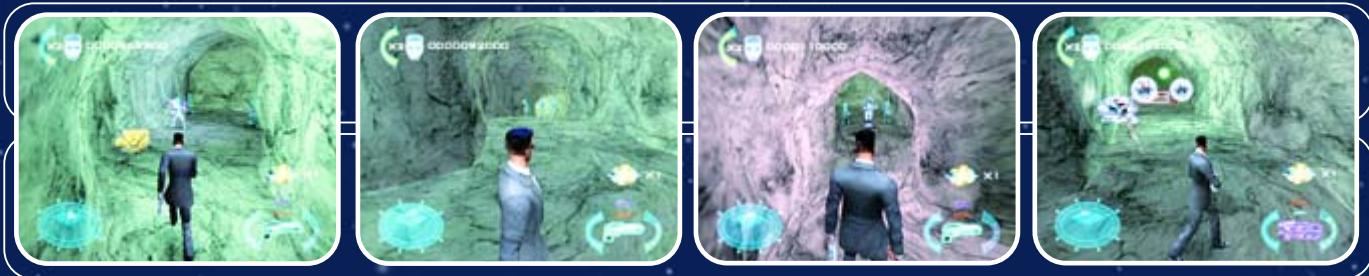


Section 6



You're harassed by a Sphere and a Buzzbug as you start down the ramp, followed by two Shnoovas and another Buzzbug. Continue forward through a wave of Buzzbugs, Shnoovas, and a Bob. At the bottom of the ramp is a Shnoova teleporter. Shoot the Shnoovas, toast the teleporter, and proceed into Section 7.

Section 7



Three Blues guard a health power-up; beyond them is a Blue and a Shnoova, followed by three Blues waiting patiently at the top of the ramp. Proceed down the ramp to another health power-up with Blues and Shnoovas guarding it. At the bottom of the ramp is a Sphere, then a close-knit group of two Blues and a Shnoova. Shoot them up, then shoot two more Blues. Walk forward to find a Bob and two Spheres in front of the barrier to Section 8. You could ask them if they'll let you past, but you'll have more success just shooting them until they blow up.

Section 8



Beyond the barrier are two Shnoovas and two Buzzbugs guarding a health power-up. Waste the bad guys, take the power-up, and go down the ramp onto the square platform. Snipe the two Shnoovas on the adjacent platform and the barrier closes behind you. Several waves of Spikeboyz appear around you, starting with a single Spikeboy and working up to a massive wave of six. Watch the radar to see where they're appearing and keep them in front of you. A few of them drop power-ups when you pop 'em. Survive the final wave of six and two health power-ups appear. Grab them and proceed into Section 9.

Section 9

As you walk down the ramp, many Shnoovas and a few Spheres attack. As you turn the corner, a Buzzbug appears and spoils your lovely view of the Maximus Securitus. Continue forward to a teleporter and destroy it, unless you'd rather fight an endless stream of Shnoovas, in which case you're mental. When the teleporter goes down, two health power-ups appear on the square segment ahead of you.



Section 10



Grab the power-ups and the four teleporters in the corners roar to life. If you have a Xeno Bomb, this is a fine time to use it. (Two of the teleporters spew out Blues, the other two Shnoovas.) Destroy all the teleporters and all the aliens to trigger two health power-ups and four Spheres. Destroy all the Spheres to open the path to the Maximus Securitus. Go down the right-hand path to collect the Manitoba, then backtrack, blasting through a Bob and several Blues and Shnoovas. Go down the left-hand path toward the VSS; shoot down the Sphere, then Buzzbugs, and the final laser barrier is lowered. Walk into the shaft of light to complete the stage.

STAGE 4

Section 1



There are two Poops around the first corner. Proceed forward through a wave of two Poops, a wave of two Shnoovas, and a wave of two Poops in front of a Billybob teleporter. Surely you know what to do by now, don'tcha? Walk forward and turn right to find two Frappers guarding a health power-up. Clear out the aliens to the left (the first wave is followed by two Shnoovas and a Bob) before grabbing the health to the right. Pillage the alcove on the left for a weapon power-up, then go down the tunnel and turn left into Section 2.

Section 2



You'll encounter several waves of Shnoovas, Poops, and Fraggers, but nothing you can't handle by now. Keep going down the hall until you trigger a wave of three aliens: one Fragger, one Shnoova, and one Poop. Run into the right-hand alcove to find a Manitoba. Touching him triggers two Shnoovas and two Poops to attack. Return to the main corridor and proceed forward to find a Chubboe. Blast him, then blast the two Shnoovas.



Take the power-ups in the alcoves near the deceased Chubboe, then return to the corridor where you grabbed Manny. See the circle on the wall, which looks different from the ovals on the other wall segments? Walk toward the circle and it opens up, revealing the way to Section 3. Cool!

Section 3



Two Shnoovas and a power-up appear in front of you. Run forward and take the precious bounty, then return to the main corridor and shoot two Poops from behind. Proceed down the hall to a group of Fraggers, then Shnoovas and Poops. Continue forward until you reach an intersection. Turn left and kill the two Fraggers, then waste the two Shnoovas who back them up, and take the health power-up. Return to the main corridor and walk forward. Pop the Poops, Fragger, and Chubboe, then go through the circular door to Section 4.

Section 4



Go through the door to find two Shnoovas guarding a health power-up. Waste them and five aliens appear behind you. Run forward and hide in an alcove to return fire. Don't miss the Manitoba while you're in here. Another waves of Shnoovas and Poops arrives after the first one. Run down the tunnel and kill them. Continue toward the health power-up, which is guarded by various aliens, including a Chubboe. Duck into the alcoves (with a weapon power-up nearby) to pick them off. Blast the second wave of invaders, take the health, turn around, and proceed down the tunnel.



Blast through three waves of Shnoovas and a couple of Frappers. A huge wave of Poops and Shnoovas arrives; shoot 'em down, then duck into the alcove they were guarding and grab the Manitoba. Don't shoot him instead of the Shnoova! Proceed down the main corridor, through waves of Poops and Shnoovas. At the end of the tunnel are two Brains; shoot them, then the second wave of attackers, and duck into the right-hand alcove for a weapon power-up. Turn around and go through the circle into Section 5.

Section 5



Two Poops await you on the other side of the door, along with two Shnoovas. Run into the right-hand alcove for a weapon power-up, then turn around and go down the tunnel. Continue through waves of Shnoovas and Poops until you reach a Brain. There's a health power-up in the right-hand alcove just before the Brain.



Run down the corridor, blasting Poops and Shnoovas. Turn the right corner, blast two Shnoovas, and continue forward. Run into the dead-end and snag the health power-up from the alcove, then return to the main corridor. Blast the Brain and two Shnoovas behind it, then blast two Brains. Duck into the left alcove, kill two Shnoovas, and take the weapon power-up. Return to the main corridor and head forward to find two Shnoovas in front of the circle-door. Kill them, then turn and kill four Poops. Blast the Chubboe in front of the door and proceed into Section 6.

Section 6



There's a Manny as you open the door; immediately run forward and grab him, then back out again. The corridor you're about to travel through is a gauntlet of alien scum. Shoot the three aliens near the circle-door and run into the alcoves for a power-up, then turn and face down the long hallway. Slowly work your way down the tunnel, sniping Shnoovas, Fraggers, and Poops. You'll reach a tunnel on the left with a Poop and a Shnoova, but keep going straight to trigger two Shnoovas and two Brains. Inside the alcoves at the end of this corridor are a Xeno Bomb and health power-up.

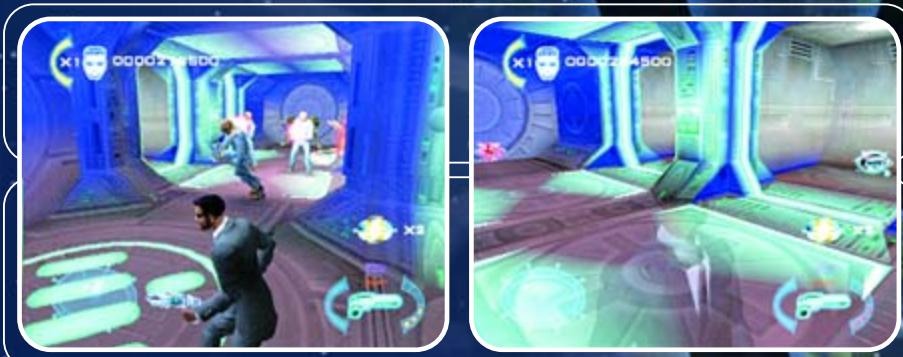


Turn and kill two Poops after claiming the power-ups, then return to the main corridor and walk forward. Two waves of four aliens dash out of the alcoves to attack. Shoot 'em and move on, taking a health power-up out of an alcove on the left. Proceed forward through lots of alien scum. There's a weapon power-up in an alcove, then two Brains in front of the circle-door to Section 7. Shoot them and break on through to the other side.

Section 7



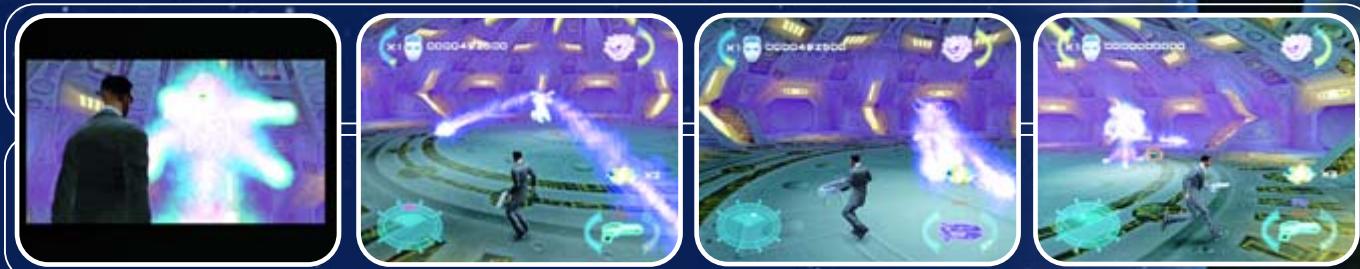
There's a weapon power-up straight ahead. Grab it and proceed down the main corridor, shooting two Chubboes. At the end of the tunnel, a Brain attacks. Go around the left corner to fight groups of Shnoovas, Poops, and Fraggers—after going into the right corner for a health power-up. You reach an intersection with two Brains; duck into the right alcove for a health power-up, then continue down the tunnel to a second health, with a Manitoba next to it.



Go down the main corridor, picking off two Shnoovas, two Fraggers, and a Chubboe. Turn right to find a door guarded by Poops, Fraggers, and Shnoovas. Kill them all, because it's almost the end of the game and you deserve to see the ending sequence. Raid the alcoves for power-ups and grab the health power-up in front of the door to finish the stage. One climactic boss battle, coming up!

STAGE 5

Boss: Zarnak



And here we are, the final battle. In his first form, the very creepy Zarnak repeats the following pattern. First, he fires four laser beams in your general direction, one beam at a time. (The beams are usually fired to "lead" whatever direction you're moving in, so stand still as Zarnak fires, and strafe left or right just enough to dodge any beams aimed directly at you. Also stay *far* away from Zarnak; if you're too close, the beams are guaranteed to hit you, because they're too quick for you to run out of their way. And don't shoot when Zarnak's shooting, or you won't see his beams to dodge them!) After a second series of four beams, Zarnak fires all four lasers at once, then loops back to the one-at-a-time volleys. Zarnak drops the occasional power-up as you blast him, but don't get too close to him to take one (not even a health power-up, since it'll cost you plenty of health just to fetch it).



When Zarnak "dies," several energy capsules come out of the walls and revive Zarnak in a bigger and badder form.



In his second form, Zarnak adds a third attack to his repertoire. When he starts rapidly shaking, he's about to unleash a massive blast of lasers. Run left or right to avoid it. Meanwhile, the energy capsules light up, one at a time, and shoot lasers at you.

These beams are virtually impossible to avoid, so destroy a capsule as soon as it lights up. Zarnak's lasers are more precisely aimed this time, so take him down as quickly as you can. It's not over yet, of course. Final-boss tradition dictates that he/she/it have at least three forms.



When Zarnak "dies" for the second time, a beam of light erupts from the ceiling and revives him, taller than ever.

Here's Zarnak's plan of attack for his third and final form. His entire body disappears, with only his eye visible. The eye flies to one of the spaces between the energy capsules, and Zarnak's body reappears.



Zarnak attacks by firing five tentacle-lookin' projectiles straight ahead; if you're far enough away from him (and you should be), they'll never hit you. Zarnak follows up with the big wall o' lasers, then two volleys of four beams at once, then he disappears and repeats the pattern. Stay on the opposite side of the room, pop the remaining energy capsules as they activate, and shoot Zarnak until he ceases to be. Your reward is a very cute ending sequence in which...nah, we won't spoil it for you. Congratulations! A winner is you!

CHEATS and SECRETS

BIG OTASI EASTER EGG

N.Y. Streets, Stage 2, Section 6: After killing Shark Guy and the two teleporters, the barrier in front of the Subway stairs will explode and you can proceed to the next stage. Instead of going down the Subway stairs, walk to the building doorway that is behind the stairs. Stand next to the doorway for twenty seconds or so, then walk left to the line of cars that stretch across the street. Look past the cars to see a giant Otasi running across the street. It is purely a visual thing—you don't get any bonuses, but what a sight!

CHEAT CODES

Enter these codes on the title screen (where it says 'Press Start Button'). You can enter as many as you like. The screen will flash when code entry is successful. However, if a cheat code is entered, you will not be able to save your game progress or unlocked features.

Codes

All Levels Unlocked: **R2**, **▲**,
D-pad Left, **●**, **■**, **L2**, D-pad Left,
D-pad Up, **X**, D-pad Down, **L2**, **■**

All CST Unlocked: ■, D-pad Up,
 [L2], D-pad Left, ▲, X, [R2], ●,
 D-pad Right, [R1], ■, ●

"Boss Mode" Unlocked: **R1**, ▲,
D-pad Down, D-pad Down, X,
L2, D-pad Left, ▀, D-pad Right,
▲, **R2**, **L1**

"Agent Data" Unlocked: D-pad Up, D-pad Down, ●, R2, D-pad Left, L2, D-pad Right, X, R2, ■, D-pad Up, R1

"Alien Data" Unlocked: ■, [L1], [L2], D-pad Down, ▲, [R1], D-pad Right, X, D-pad Left, [R2], ▲

"Making Of" Unlocked: ○, [R2], [L2], ○, ▲, D-pad Down, ■, X, D-pad Right, [L1], X, D-pad Up,

Invincibility: D-pad Right, X, [R1],
▲, D-pad Up, [L2], X, D-pad Left,
[L1], ●, X, [R2]

All Weapons At Full Powerup:
D-pad Up, D-pad Down, X, □, **R1**,
▲, ▲, D-pad Left, X, **L1**, **L1**,
D-pad Right

Don't Drop Pickups When Hit:
D-pad Down, D-pad Up, X, □,
D-pad Down, D-pad Up, X, □, **L1**
L2, □, ●

Full Powerup On Bolt Weapon:
D-pad Left, D-pad Right, D-pad Up,
D-pad Down, **L1**, **●**, **▲**, **R2**,
D-pad Left, D-pad Down, **■**, **■**

Full Powerup On Spread

Weapon: L2, R1, ●, L2, D-pad Left, D-pad Up, L1, D-pad Right, D-pad Left, X

Full Powerup On Homing

Weapon: D-pad Right, D-pad Up, □, **L1**, D-pad Left, D-pad Left, **L1**, D-pad Left, **○**, D-pad Left

Full Powerup On Plasma

Weapon: D-pad Left, ●, ▲,
D-pad Right, [L1], ▀, D-pad Left,
[R1], [R1], ▲

Full Powerup On Area Effect

Weapon: D-pad Left, X, ▲,
D-pad Up, X, D-pad Down, □, [L2],
D-pad Left, [R2]

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TOMMY LEE JONES WILL SMITH

MIIB

TM

MEN IN BLACK II



THE OFFICIAL NOVELIZATION
BY ESTHER M. FRIESNER

BASED ON THE SCREENPLAY BY
ROBERT GORDON AND BARRY FANARO
STORY BY ROBERT GORDON

Excerpts From: Men in Black II – The Official Novelization

ONE

New York, New York. Don't let anyone tell you different: It's all about the out-of-towners.

No man is an island, but Manhattan is. Key word: *insular*, meaning a little bit exclusive, meaning the people who live here can be particular about who gets in, and who had better stay the hell out.

Ask that friendly cabbie who's driving you around. Go ahead, ask him, about your chances for getting into this smash-hit Broadway musical, or that red-hot nightclub, or even a taping of the David Letterman show. Just ask. He could probably use a good laugh—right before he says, *You wanna do what? Into where? You want it when?*

Yeah, riiight. Lotsa luck, Tourist.

But hey, don't feel dumb for asking. Nobody expects a lot from an out-of-towner.

Pssst. Want to know a secret? What the cabbie tells you, fahgeddaboudit. Here's the truth about New York: It's *all* about the out-of-towners. Always has been, right from the start. Always will be.

New York's got a funny effect on folks who come here for a visit. A lot of them wind up spending the rest of their lives. It's like there's something in the water, besides the plutonium. Something that puts a crazy spin on the whole evolution thing, the way out-of-towners manage to metamorphose themselves from tourists, to transients, to the types who act like they've always had their roots sunk deep into New York City bedrock. Like they own the place.

That's what you call nerve. That's what you call chutzpah. That's what you call New York attitude. That's why you can kick a New Yorker where it hurts, but you can never keep him down.

The first significant bunch of out-of-towners to hit the Big Apple were the Dutch crowd headed by Peter Minuit. He's the man who had the bright idea of buying the island of Manhattan from the locals for a bunch of baubles, bangles, beads, and gewgaws, stuff on a par with those "genuine" Rolex watches you can buy out of an attaché case in Herald Square, or the Theater District, or somewhere along Fifth Avenue, three steps ahead of the cops.

The whole schmear set the Dutch East India Company back a few guilders, which broke down to about twenty-four bucks American after you did the math and allowed for the exchange rate. Sneaky Pete probably figured he'd got a real steal. In a way, he had.

As for the Native American sellers, sure, maybe they could've scared up a better price for Manhattan if they'd posted it on eBay, but whaddayagonnado? Right place, wrong time. Besides, it turned out that these Native American guys, New York's first documented real estate moguls, actually belonged to the Canarsie tribe, which meant they maybe had the right to sell off part of Brooklyn, a little of Queens, but absolutely no legal claims to Manhattan whatsoever. Not that it stopped them from selling it to the Dutch anyhow, thus kicking off another grand old New York custom, as both parties in the deal walked away from it, each one convinced he'd played the other for a sucker.

Twenty-four bucks' worth of twinkly things may not seem like a heck of a lot these days. That's because it isn't. Twenty-four bucks won't even buy a seat on one of those rolling tourist traps, the double-decker sight-seeing buses. Straight from London, they're ubiquitous in Manhattan: Rain or shine, day or night, summer, winter, spring, and fall they go looping up and down the island, showing off the big buildings and the bright lights for the out-of-towners.

The best seats are on the top deck. Sure, unwary tourists are going to get soaked if it's raining, freeze if it's cold, or suffer from sunstroke if it's summertime, but when they go back home, they'll boast and brag about how they had the best damn view of the best damn city in the world.

Of course, not everybody likes to make his way around Manhattan on the bus. There are alternatives available to everyone, natives and out-of-towners alike. There are the subways and regular buses for people who don't think money grows on trees, taxis and car services and limos for the high-ticket crowd. Some folks even swear by skateboards, in-line skates, and their poor cousins—the common or garden-variety roller skate. In a pinch you can even get where you're going by what you call Shank's Mare.

Don't let the name fool you, though. That's one mare that doesn't have anything to do with the

horse-drawn hansom cabs that go clopping through Central Park or park outside the Plaza Hotel. Naaaah, it's just French for "walking."

Tourists who get tired of seeing the sights by land can take to the water, sign up for one of those tour boats that circles the island, or do it on the cheap by grabbing a quick ride on the Staten Island Ferry.

What really drives people crazy, so to speak, is the way some people drive even after they've hit the Big Apple. It's like it's open season on pedestrians. It's a mystery why people bother with cars at all, what with the cost of garages, alternate-side-of-the-street parking, and all the other ways to get around New York. Why would even an out-of-towner want to get into the driver's seat at all?

Of course, some of them do it because that's how they got here in the first place, behind the wheel of their own personal vehicles. And if they sideswipe everything that gets in the way, from squirrels to parked cars to little old ladies, they don't seem to give it a moment's notice. Take it from the natives, they're the worst.

The sleek, swift starship was gold and glittering. Deadly, alluring, and in its own way beautiful.

It careened at breathtaking speed through the star-filled blackness of the void, spreading carnage wherever it went. Unsuspecting worlds, many of them inhabited, exploded into lifeless debris under the merciless assault from its weapons. Fire burst gleefully from its guns, leaving a trail of debris and chaos in its wake.

But from its purposeful path, it was apparent that none of these unfortunate planets was the intended target, that its pilot was seeking another, unknown destination. Picking up speed, it streaked toward a single star, past the outermost, frozen planets. Past the gas giant, and its ringed neighbor, ever onward.

Finally, almost imperceptibly, it slowed as it approached the Third Planet from the sun, and veered to drop down through the atmosphere. Strangely enough, it easily found a parking spot—a landing site in a place green and leafy and serene.

A tree grows in Brooklyn, but in the heart of New York City's famed Financial District a flower bloomed. In the middle of the night, in a section of the city where the hustle and bustle of countless feet was certain to trample any unfenced bit of greenery to a sticky pulp, this exquisitely formed, daintily colored blossom protruded from the sidewalk, its delicate

stalk and velvety petals nodding and dancing slowly on the waves of warm air wafting up out of the steam grate where it grew.

It was as attractive as it was utterly inexplicable.

A black Mercedes screeched to a stop at the curb by the steam grate where the voracious flower bloomed. It was too bad that the street was completely empty of passing stockbrokers at that hour; the appearance of that sleek, expensive, state-of-the-art vehicle would have stirred up a lot more appreciation in their covetous corporate hearts than the sight of a thousand flowers.

The Mercedes's doors swung open and two men got out. One of them had the wholesome, clean-cut, corn-fed looks of a Big Ten linebacker, the kind whom college sports-journalists liked to tout as "all-American," whatever that means. The other man, an African American, was nowhere near as brawny, but the way he carried himself conveyed the feeling that there was plenty of strength in that slim, agile body. They wore identical black suits, simply styled, impeccably fitted, and black shoes buffed to a blinding shine.

The thin one got out of car on the driver's side. Maybe he wasn't carrying the same amount of muscle as his partner, but he didn't need it any more than he needed a badge or a nameplate or any other outward sign to tell the world that he was in charge. His authority showed in the way he moved, the way he stood, the way he spoke, in everything about him, down to the slightest lift of an eyebrow.

His gleaming black shoes clicked out a crisp beat as he walked across the pavement to the steam grate, followed closely by his beefier partner.

"No fancy stuff," the first man said, laying down the law as he walked. "No heroics. Be cool. By the book this time, Tee. Okay?"

"So what you're saying, Jay, is—" his partner ventured.

The first man stopped. "Say 'okay, Tee.'"

He said it in a way that left no room for argument.

The big guy could have picked him up and pitched him into the little fruit stand across the street, but that didn't happen. "Got it," he said, taking his orders like a good soldier. He walked past, right up to the flower. "Hey!" He prodded it smartly with his shoe. "What the hell do you think you're doing?" he demanded of the blossom.



The flower went rigid. Plenty of gardening gurus preach that if you want results, it's a good idea to talk to your plants, but this had to be the first time on record that a plant actually sat up and paid attention.

Without missing a beat, Jay stepped in, his words likewise aimed at the tensed-up posy. "Hey, Jeff," he said affably, doing a smooth segue into the classic good cop, bad cop *shpiel*. "How's it goin'? Why are you here?"

The flower didn't respond.

"C'mon, you know our arrangement," Jay coaxed. "You don't travel outside the E, F, and RR subway lines and in return, you eat all the nonorganic garbage you want. *Nonorganic*. Okay?"

The flower still wasn't talking. It could've given omerta lessons to Don Corleone.

The second man stepped in, playing the bad cop for all he was worth. "Hey! The man's talking to you," he snarled.

"Tee . . ." Jay uttered his partner's name as a warning, a mild cautionary signal. Enthusiasm in the field was fine, in its place, but some situations called for the diplomatic touch. Just because you *had* the muscle didn't mean you always needed to use the muscle.

No use: The warning went right over Tee's head, if he heard it at all. The big guy reached down and grabbed the flower roughly by its dainty little stalk. "What the man *means* is—" He filled his broad chest with air and bellowed. "—*what the hell you doing here, wormboy?*"

He was a big man and he had a big voice, big enough to make windows rattle. Big enough to scatter pigeons twelve blocks away, big enough to make passersby look up and check the sky for thunderheads.

Not big enough to make the ground shake like it did at that moment.

Definitely not big enough to make the steam grate rattle and the pavement crack around it.

To do that took the flower.

The flower, and what was attached to the flower.

Jay had just a second to flash an Oh, now you've done it! look at Tee before the street cracked open like an eggshell, and a gigantic, wormlike creature erupted from underfoot, smashing its way through

the steam grate and rearing skyward, taking Tee with it. Jay watched with astonishing tranquility as his brawny partner dangled from the monster's head, still holding on to the stalk of the pathetically tiny flower.

Fool looks like some kind of weird mortarboard tassel hanging there, all set to spin, he thought. And I just got the feeling that it's way past graduation day.

Putting on a big buddy-buddy we can talk this out smile, he exclaimed, "Hey, you want to excuse my partner, Jeff! He's new, and—"

The worm-thing pulled his head all the way back and snapped it forward sharply, playing a one-sided game of crack-the-whip. With a scream of complete and utter helplessness, Tee went sailing off high into the night sky, like a pebble from a slingshot. The monster sank down to sidewalk level again, mission accomplished.

"—kind of stupid," Jay concluded, a little too late. He hunkered down, getting eye-to-eye with the monster. "Huh! Gotten big," he observed. "What the hell you been eating down there?"

Perhaps the creature forgot that Jay was an agent of the Men in Black, and thought he'd gone over to working for Weight Watchers instead. That, or the worm didn't want to listen to another free lecture about the virtues of a high-fiber diet. In either case, he wasn't in the mood to chat.

His spiked tail burst through the pavement behind Jay and whacked him clear across the street, using a slap-shot technique the New York Rangers might envy. Jay crashed into the fruit stand.

The worm-thing didn't stick around to check out the results of his no-hands handiwork. He popped back down the hole and out of sight, leaving an angry and juice-spattered Jay shouting after him.

"Jeffrey!"

For a gigantic, rat-choking-ugly worm, Jeffrey had a house cat's disposition, because he totally ignored Jay's summons, even when called by name. Jay sprang up, snorted disapproval over the creature's attitude, and jumped down the hole after him. He paused just long enough to flick on the Mercedes's alarm system.

Then he, too, was gone, leaving the street deserted once more.



TWO

In his natural habitat, Jeff barely had the time to draw a deep breath of the hot, fetid, summer-in-the-subway air before Jay dropped in, landing right on top of him.

"Out of line with that tail thing, man!" Jay said, shaking his head. "Way out of—whoa!"

Before you could say *watch the closing doors*, Jeffrey had taken off down the yawning subway tunnel at top speed, with Jay holding on to the worm-thing's back for dear life. They zoomed through the darkness on a wild ride that would have left amusement-park engineers drooling on their loafers. And through it all, Jay clung to Jeffrey's back while attempting to perform his official duties as a bona fide agent of the Men in Black, reading off a list of charges while the wormlike alien plunged on.

"Failure to file for movement authorization," he declared. "Withholding information from agents of MIB. *Appearing* as a worm before the populace at large."

Jeff chose that moment to do the hardball version of thumbing his nose at Jay's authority by slamming his head—and Jay's—against the roof of the tunnel. It was the best he could do, seeing as how he didn't have any thumbs or, for the matter, a nose.

The blow might have dislodged a lesser man, but the MIB didn't recruit lesser men. When the stakes were the peace and security of Earth, there was no room for quitters, whiners, or anyone who didn't look cool in a plain black suit. Jay grunted from the impact, then shook it off and got his game face on.

"Now you pissed me off," he informed the alien. Drawing a long, wicked-looking metal cylinder from his pocket, he leaned forward and thrust the injector delivery system deep into the flower-shaped lure atop Jeffrey's head. There was the sound of compressed air escaping as it shot home a payload of tranquilizer.

Jay grinned. "Sweet dreams, big boy. Just enjoy the pretty—"

With an ear-splitting screech, Jeffrey bolted down the subway tunnel as if the air-syringe had shot him full of amphetamines.

"—*colors!*" Jay shrieked as his otherworldly steed stampeded on.

It takes a lot to impress New Yorkers. This is doubly true of commuters on the New York City subway system. Unless something is actually on fire, it's not worth checking out. Do that and you might lose your place in the newspaper article you're reading. Even then, there are some straphangers who can't be bothered to look up unless the item that's on fire happens to be their own personal copy of the Post.

So when you're standing on the Prince Street Station platform, waiting for the local, you might glance up from your paper when you hear the sound of an oncoming train. Of course, nine times out of ten, it turns out to be the express, just passing through, so you go back to reading and thinking about how good it's going to feel when you get home at last and can take your shoes off.

But how about if you hear that distant roar and look up to see a gigantic wormlike monster come shrieking through your stop with some sharp-dressed guy in a black suit clinging to its back like it's the world's biggest, nastiest bucking bronco, and he's reading it its rights at the top of his lungs?

So okay, maybe you do look up a second time—trying to look like you're not *really* looking. This is New York—you gotta be cool, man—just one little follow-up glance and that's all.

There was light on the track ahead, the taillights of the subway car rumbling through the tunnel ahead of them, but Jay didn't notice. His mind was on more pressing business, like holding on to Jeff while simultaneously trying to get the worm to understand the full gravity of the situation. He had already gone through the MIB equivalent of reading Jeff his Miranda rights ("You have the right to remain ugly. You have the right to have your squirmy, extraterrestrial butt put in a sling for whiplashing me into that fruit stand and getting mashed banana all over my new shirt . . ."), and now he was down to the business at hand.

"With the full powers vested in me as an agent of MIB, I hereby place you under arrest," he declared. "Now pull your wiggly-ass self over!"

It was a valiant effort on Jay's part, but ultimately a futile one. Jeff hadn't obeyed a single order he'd been given so far; why should he start now?

As if to answer that unspoken question, the worm snapped his head forward sharply, employing the same maneuver he'd used earlier to rid himself of Tee. You can't beat the classics: It still worked like a charm.



Jay was whip-cracked straight into the back of the last car of the fleeing subway train. The worm had a good eye—wherever the hell he was keeping it on a body like that—and launched the MIB agent right through the window panel on the rearmost car's back door. Tinkling, gemlike shards of glass cascaded down around Jay like hard-edged snow.

Picking himself up for the second time that night, Jay looked back down the tunnel to see that, rather than turning tail and making good his escape, Jeff had decided that the best defense was a good offense. Even though he lived down in the subway tunnels of the city, where you couldn't swing a cat without hitting a poster advertising—in English and Spanish—the services of this or that law office, Jeff must've figured that, having been placed under arrest by the MIB, screw the lawyers—his best course of action was to handle it himself. Hire a good attorney or devour your arresting officer? A real no-brainer, in Jeff's tiny mind. The worm was coming, and he looked mad.

Even worse, he looked hungry.

Oh, man, and he is not a picky eater, Jay thought. *This could be bad.*

Turning from the end door of the subway car, Jay drew himself up into his most official-looking pose and announced, "Transit Authority. Everyone move to the front car. Bug in the electrical system."

There was no more than a handful of passengers in the car, most of them reading their evening papers. And though they were of a wide variety of ages, races, and social classes, they were united by that one ineffable skill that brings all citizens of the great metropolis together.

They knew bullshit when they saw it.

The man standing before them had come out of nowhere, appearing in their midst while the train was in the middle of a tunnel, dressed in clothing that looked nothing like any Transit Authority uniform they'd ever seen. And he was giving them orders?

They barely even looked up from their papers long enough to glance in Jay's direction before they wearily went back to reading the box scores and the gossip columns and sometimes, for a good laugh, the editorials.

"*Yo! People!*" Jay shouted.

This time they looked up and kept looking. They didn't say a word, but the car was heavy with *Yeah?*

What? vibes.

"We got a *bug* in the electrical system," Jay repeated. He nodded toward the back door. Which suddenly, noisily, disappeared. With a mighty crunch!, Jeffrey's massive jaws sheared right through the back end of the subway car, taking off a twenty-foot-long mouthful, his wormy version of snapping into a Slim Jim.

Finally the passengers screamed and dropped their newspapers. They didn't even wait for Jay to issue a third warning; they were way ahead of him, dashing into the next car forward just as Jeff's clashing jaws obliterated the rest of the car. Faced with this wave of bodies, Jay tried to keep things from getting even further out of hand.

"No, no. Sit down. It's only a six-hundred-foot worm!"

Nevertheless, chaos reigned, hysteria took over, and *rush hour* took on a whole new meaning as panicking passengers pushed, shoved, and clawed their way to what they hoped would be safety. Their screams of abject terror were loud enough to drown out the sound of the onrushing train and the *crunch-smash-gnash-crush* of the worm jaws snapping at their heels.

Looking back, Jay decided he agreed with them.

"Go! Go! Go! Just scream one more time!" he shouted.

They burst into the next car with Jay right behind them, about two steps ahead of the worm. "Move! Move! *Move!*" he shouted at the seated passengers.

This group didn't wait to ask questions; the frenzied stampede of their fellow New Yorkers proved a great persuader. *When in Rome, do as the Romans do*, especially if the Romans are all running the hell away from a monster. They all leapt up and made a dash for their lives, just as Jeffrey took his next bite out of their small slice of the Big Apple.

Car after car after car, it was the same story: An ever-growing horde of terrified passengers shot through one door and swept along everyone in their path. Old men remembered how to get the most out of their army basic-training days. Teenage girls called upon the same inner strength that had taken them through the mosh pits of a hundred rock concerts. Women grabbed their children, got in touch with their inner warrior princesses, and plowed through the crowd.

It was a miracle that no one fell; the trampling feet of the other commuters would have mashed any poor schmuck into a thin red paste before Jeffrey's jaws could snap him down along with the train car.

Bringing up the rear, riding herd on the mob, Jay cast another uneasy glance behind him, in time to see Jeff treating the subway cars like a string of sausages, munching each one down split seconds after it was abandoned.

He tightened his lips grimly. No casualties so far, besides the property of the New York City Transit Authority, but this couldn't go on forever.

Sooner or later they were going to run out of subway cars. The crowd was about thirty strong when it came charging into the head car. In his little booth at the front of the car, the motorman sat at his post, hands on the controls, mind on how good it was going to feel when he could finally go home and take his shoes off.

He was just imagining the taste of that first ice-cold after-work beer sliding over his tongue when his reverie was interrupted by the screaming mob. He stuck his head out of the booth.

"*Hey!* Everyone out, before I start knocking heads together here," he told them. He sounded only mildly annoyed; the air-conditioning was down, and it was too hot to get really mad.

Jay drew his double-barrel shotgun and held it so that the motorman could get a nice, clear view of the nasty-looking weapon. On this baby, size *did* matter. Standard issue MIB weapons weren't known for honoring the concept that less is more. It was strictly a more-is-more-and-a-*lot*-more-is-even-better kind of weapon.

What Jay got from the motorman was reminiscent of how the passengers in the rearmost car had looked at him, just before Jeffrey made his munchy-crunchy entrance.

"Oh, *please*," the motorman said indifferently. "This is the C train. Know how many guns I've seen this week?"

Jay didn't have time to play games. "Put the hammer down on this thing," he commanded.

The motorman gave him a *you-and-what-army* look. "I'm Captain Larry Bridgewater, and I decide what happens on this transit transport," he informed the MIB agent.

A screech and a crunch punctuated the noble captain's declaration. He looked past Jay, through the back door, to see Jeff chowing down with a vengeance on the last car behind them.

"Larry just made a decision," he told Jay, and threw the throttle down.

Jeff made a decision, too, somewhere in the twists and tangles of his wormy little brain, and Jeff's decision was that New York City Transit Authority property made for some mighty good eating. And he knew he was within his rights: He was allowed to eat all the nonorganic garbage he wanted. If a fully functional subway car couldn't honestly be called "garbage," especially in its present state, it came close enough for jazz. Jeff liked to think of this as cutting out the middleman.

His gaping jaws tore into the rear end of the last car standing, tearing a big chunk of metal off the back. The captive passengers screamed, at last knowing how it felt to be Today's Secret Ingredient on *Iron Chef*.

Jay ran back, gun in hand, to protect and prevent innocent bystanders from being served up as alien hors d'oeuvres. But just as he raised his weapon and took aim, Jeff paused in mid-lunge. His beady little eyes rolled back in his head, something very like a giggle escaped those awful jaws, and with a tunnel-rattling *thud*, the big monster hit the rails, out colder than an extraterrestrial mackerel.

Lurching and chuddering along the track, its wheels squealing in protest half on and half off the rails, the wounded subway car limped out of the tunnel and into the station.

It staggered to a halt and fell silent. For long moments the only sound to be heard in the station was the wild, hysterical weeping of the passengers and Captain Larry.

Jay glanced out the window, though he had a better view of things out the half-eaten rear of the car. "Eighty first Street," he remarked. "Museum of Natural History."

He slipped on his Ray-Bans and held up what appeared to be a rather fat-barreled silver pen. It wasn't. The deceptively small, shiny tube clicked open to reveal a little red light at its tip.

"May I have your attention please," he asked the passengers. They turned their tear-wet faces upward just in time to get the full flash of a memory-



wiping white light. "The city of New York would like to thank you for participating in our drill . . ."

He paused, and a strange look flitted across his face as the events of the evening caught up with him. Losing some of his hard-fought control, he said, "If this had been a real emergency, y'all woulda been eaten! 'Cuz you're hardheaded! That's the problem with all you New Yorkers!" Getting angrier, he continued, his voice rising, "Explain to me . . . I asked y'all *nicely* to move . . ."

Jay stopped himself, and regained his composure. He held up the neuralyzer again, and after another flash of white light, he continued. "We hope you enjoyed our new smaller, more energy-efficient subway cars. Watch your step. You will have a nice evening."

The doors slid open. One by one the passengers filed out onto the platform and passed through the turnstiles, placidly, as if everything were business as usual. Jay escorted them on their way, all the while talking into his communicator:

"Need cleanup crew at Eighty-first Street and Central Park West. Get Transpo to tow off what's left of the train." Even as he spoke, at his back he heard the silence broken by the quick, crisp, efficient scurrying of dozens of MIB agents swarming into the station, doing whatever needed to be done to return that little patch of New York to pre-Jeff normalcy.

"Revoke Jeff's movement privileges immediately," he continued. "Have a Transfer Team take him back to his place at the Chambers Street Station . . . and could somebody *please* check the damn expiration dates on all the worm tranquilizers?"

He emerged from the subway in time to dodge through a crew of MIB agents wearing Con Edison uniforms. They already had the station entrance roped off, and—this being New York—a crowd of peeved customers had gathered to raise a group grumble over having their access denied.

Eventually the dissatisfied New Yorkers shambled off, leaving Jay pretty much on his own. It had been what the old Chinese curse would call an interesting night, and he wouldn't mind getting off his feet. He found a bench in front of the glowing glass facade of the glorious Rose Planetarium and sat down. Then, as an afterthought, he moved over a little. He knew what was coming.

Tee walked up and sat down with a thud right where Jay had been sitting. The brawny MIB agent

sat there, stunned, then pulled himself together and sheepishly said to his partner: "I know. By the book."

Jay looked up at the night sky. As far as any of the passengers he'd just rescued knew, it was full of stars and moons and planets and used-up space stations—and that was all. He knew otherwise—*really* knew it, and not just with the vague hopes of dreamers or poets or lifelong science-fiction fans.

It was nothing new to him; he'd known the truth for quite some time now, ever since he'd been recruited to join the Men in Black, but it was knowledge that still left him feeling . . . strange. Odd. Other.

The worst part was, he couldn't talk about how he felt, not to one single, solitary soul outside the MIB. Outside the MIB he didn't even exist. All evidence of his former life had been systematically erased as soon as he'd decided to sign on, from his birth certificate, to his Social Security card, right down to the very whorls and loops and traceries of his fingerprints.

As for talking about those strange feelings of his to anyone *inside* the agency . . . why bother? The only guy who might have listened and understood was gone, mustered out, retired with a nice, mundane life and all his memories of the MIB blanked from his mind courtesy of a neuralyzer flash. Jay knew that if he talked to any of the others, they'd only look at him as if he'd gone soft. You didn't go soft and keep on working for the Men in Black, and when your whole life had become the Men in Black, that didn't leave you with a lot of other options.

"Ever feel like you're alone in the universe, Tee?" Jay asked quietly.

Tee tensed up.

"This is a test, right? I can get this. Yes." He sounded hopeful. Then, quickly: "No." He sounded doubtful. And finally: "I'm not sure." He wilted. "I'm toast."

Jay stood up and did his best not to sigh. No sense upsetting the big guy needlessly. "Let me buy you a piece of pie," he said.

"Really?" Tee perked up immediately. "Thanks." As they walked off, he put one arm around Jay's shoulders and awkwardly offered: "Hey, you're not alone in the universe."

"Remove the arm," Jay directed.

